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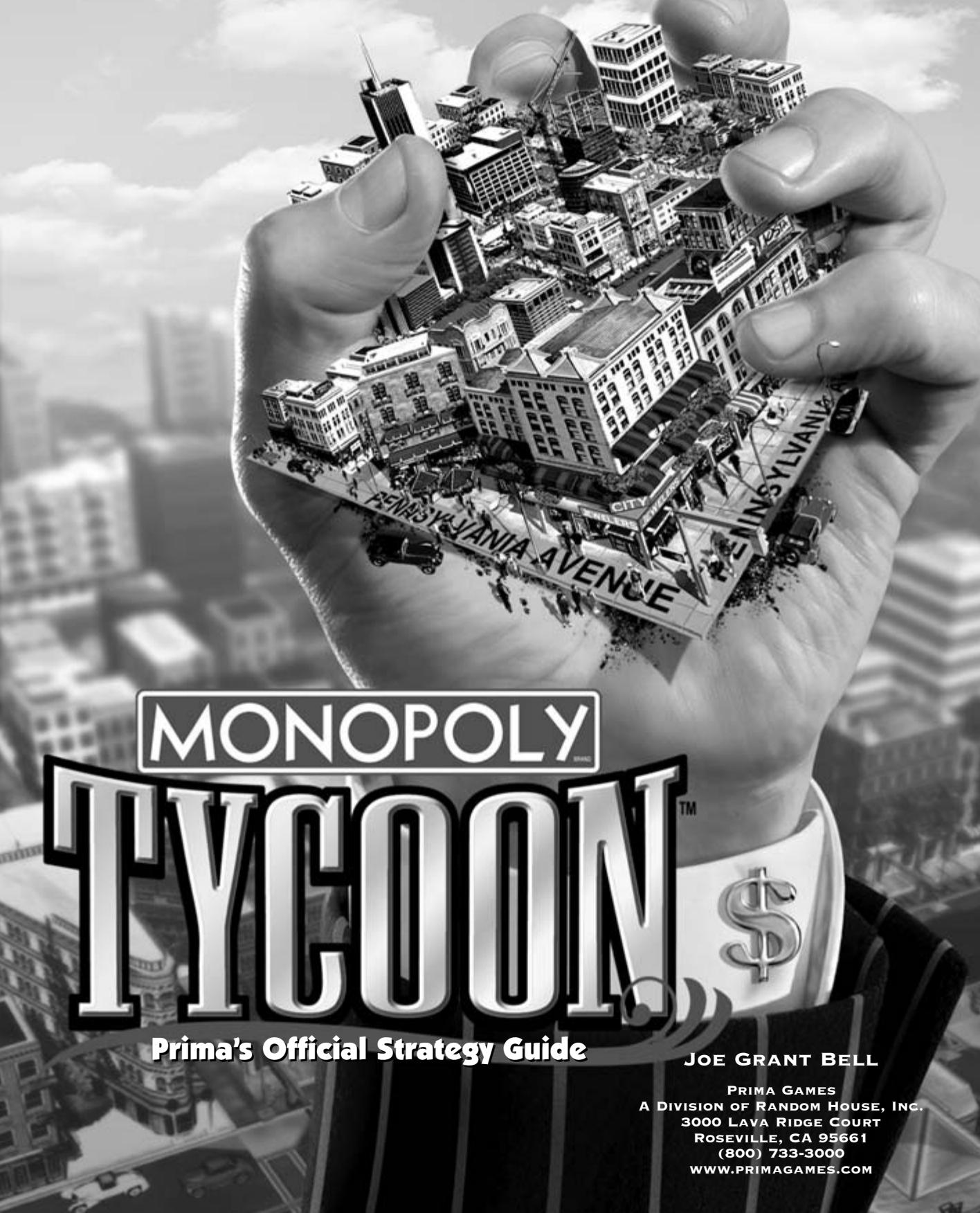
MONOPOLY
TYCOON™



Joe Grant Bell

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MONOPOLY TYCOON™

Prima's Official Strategy Guide

JOE GRANT BELL

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Prima's Official Strategy Guide



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ISBN: 0-7615-3141-6

Library of Congress Catalog Card Number: 00105109

ACKNOWLEDGMENTS

THANKS TO THE FOLLOWING PEOPLE FOR THEIR
EFFORTS ON THIS BOOK:

- SARA WILSON FOR MANAGING THE PRODUCT
- JILL HINCKLEY FOR PUTTING EVERYTHING TOGETHER
- TELI HERNANDEZ FOR ALL HER HELP
- RICHARD DAL PORTO FOR COPYEDITING THE BOOK
- RACHEL HOAGLAND FOR PROVIDING VALUABLE
CONTACT INFORMATION
- MARK HUGGINS FOR MULTIPLAYER ASSISTANCE
AND ADVICE
- MATT PANTALEONI FOR MULTIPLAYER ASSISTANCE
AND ADVICE

Contents



CONTENTS

Chapter 1: Welcome to <i>Monopoly City</i>	1
Blocks and Prestige	1
Railroads and Utilities	3
Other Blocks	3
Citizens	4
Opponents	6
Tutorials	10
Chapter 2: Building Your Empire	15
Time in the <i>Monopoly Tycoon</i> game	15
Stores	15
Commodities	21
Building Considerations	24
Auctions and Leases	26
Benefits of Property Ownership	27
Monopolies	30
Chance Cards	31
Chapter 3: General Strategy	37
Generating Income	37
General Formula for Single-Player Scenarios	40
Use Chance Cards as a Last Resort	43
Chapter 4: Walkthrough: Scenarios 1-4	45
Scenario 1: Starting Out	45
Scenario 2: A Homely City	48
Scenario 3: Compete for Sales	50
Scenario 4: \$3,500 Daily Profit	52
Chapter 5: Walkthrough: Scenario 5-8	60
Scenario 5: First to be Worth \$25,000	60
Scenario 6: Greatest Empire Value by 1945	65
Scenario 7: First to Mayor	69
Scenario 8: Sell, Sell, Sell	74
Chapter 6: Walkthrough: Scenario 7-12	82
Scenario 9: Last Man Standing	82
Scenario 10: \$8,000 Daily Profit	89
Scenario 11: Greatest Empire Value by 1960	95
Scenario 12: First to be Worth \$30,000	100
Chapter 7: Walkthrough: Scenarios 13-16	105
Scenario 13: The Race for Mayor	105
Scenario 14: First to be Worth \$50,000	110
Scenario 15: Last Man Standing 2	114
Scenario 16: Greatest Empire Value by 2000	120
Special Bonus Scenario: My Mega Metropolis	124
Chapter 8: Multiplayer in the <i>Monopoly Tycoon</i> game	127
Basic Difference Between Single- and Multiplayer	127
Single-Player Tactics That Won't Work in Multiplayer	129
Strategies Geared for Multiplayer	130
The Bottom Line	137
Chapter 9: A Brief History of the <i>Monopoly</i> ® board game	138
The Beginning	138
Early Production	138
Modern History	139
Chapter 10: Store Data	140



Prima's Official Strategy Guide

INTRODUCTION

The *Monopoly Tycoon* game is an evolution of the world's most popular board game. It is not identical to the board game. Rather, it takes many of the board game's most popular themes and turns them into something more complex, yet still readily accessible.

This book is your guide to *Monopoly City*, the capitalistic backdrop of the *Monopoly Tycoon* game. In it, you'll find strategies for every aspect of the game: Businesses, commodities, utilities, railroads, and even your opponents. Both single-player scenarios and multiplayer games are explained in detail.

You can read this book straight through, or use it as a reference and just read the sections that are of most interest to you. Here's a summary of each chapter of the book so that you'll know where to look when you're digging for information:

- **CHAPTER 1: WELCOME TO *MONOPOLY CITY*. LEARN THE BASICS OF THE CITY AND HOW TO GET STARTED IN THE GAME.**
- **CHAPTER 2: BUILDING YOUR EMPIRE. LOTS OF INFORMATION ON BUILDINGS, LEASES, COMMODITIES, AND OTHER COMPONENTS OF THE GAME.**
- **CHAPTER 3: GENERAL STRATEGY. PROVIDES A BASIC, GAME-WINNING FORMULA, PLUS VARIANTS ON THAT FORMULA FOR DIFFERENT VICTORY CONDITIONS. GIVES ADVICE ON HOW TO PROCEED THROUGH THE GAME.**
- **CHAPTER 4: WALKTHROUGH OF SCENARIOS 1–4.**
- **CHAPTER 5: WALKTHROUGH OF SCENARIOS 5–8.**
- **CHAPTER 6: WALKTHROUGH OF SCENARIOS 9–12.**
- **CHAPTER 7: WALKTHROUGH OF SCENARIOS 13–16.**
- **CHAPTER 8: MULTIPLAYER IN THE *MONOPOLY TYCOON* GAME. PROVIDES INSIGHTS ON HOW THE MULTIPLAYER GAME DIFFERS FROM THE SINGLE-PLAYER GAME. INCLUDES WINNING MULTIPLAYER TACTICS, TIPS, AND CAUTIONS.**

At the end of the book, you'll also find several chapters that provide a brief history of the *Monopoly*® board game plus quick-reference tables for shops and commodities.

Without further ado, let's begin our tour of *Monopoly City*!

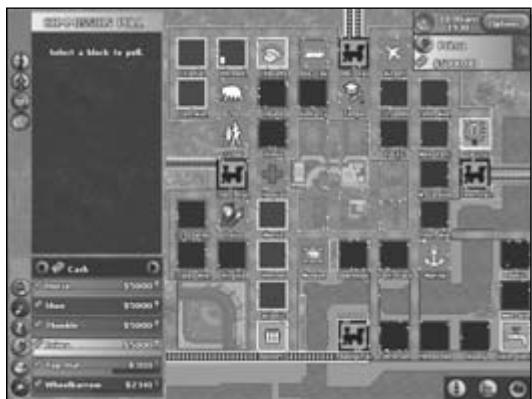
CH 1: Welcome to *Monopoly City*



WELCOME TO *MONOPOLY CITY*

Before you dive into the single-player scenarios or multiplayer games, let's get started by taking a good, hard look at *Monopoly City*. Your objectives and opponents may change from game to game, but the city itself—the block structure, the location of railroads and utilities—is timeless.

This chapter examines both the city itself and a few of the game's basics. Feel free to skim or read quickly if you've already got a good start in the *Monopoly Tycoon* game; otherwise, read carefully.



BLOCKS AND PRESTIGE

From the City View, we can see all of the blocks within *Monopoly City*'s limits. For those of you who have played the board game, many of the names are familiar. Most of these blocks are available for lease.

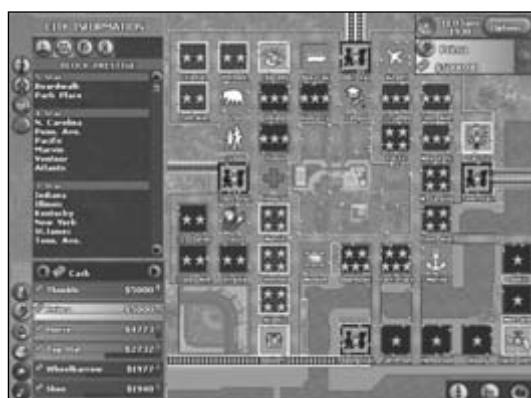
HERE'S AN OVERVIEW OF *MONOPOLY CITY*.

Just like in the board game, not all blocks are created equal. Some are much more expensive to buy and build on than others. This quality is represented by "prestige" in the *Monopoly Tycoon* game.

The prestige of a block will determine who is willing to shop there. A bit later in this chapter, in the section titled "Citizens," you'll learn about the different types of citizens in *Monopoly City* and where they like to shop.

**PRESTIGE VARIES FROM
BLOCK TO BLOCK.**

The prestige of a given block is measured in stars. The least expensive blocks, such as Baltic Avenue, have a one-star rating. The most prestigious locales, such as Boardwalk, have a five-star rating. Here's a quick look at all of the blocks and their associated prestige ratings.





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BLOCK NAME	BLOCK COLOR	STARS (PRESTIGE RATING)
BALTIC AVENUE	PURPLE	★
MEDITERRANEAN AVENUE	PURPLE	★
JEFFERSON DOCK	DARK GRAY	★
HEMPSTEAD DOCK	DARK GRAY	★
ALBANY DOCK	DARK GRAY	★
ORIENTAL AVENUE	LIGHT GRAY	★★
VERMONT AVENUE	LIGHT GRAY	★★
CONNECTICUT AVENUE	LIGHT GRAY	★★
ST. CHARLES PLACE	PINK	★★
STATES AVENUE	PINK	★★
VIRGINIA AVENUE	PINK	★★
ST. JAMES PLACE	ORANGE	★★★
TENNESSEE AVENUE	ORANGE	★★★
NEW YORK AVENUE	ORANGE	★★★
KENTUCKY AVENUE	RED	★★★
INDIANA AVENUE	RED	★★★
ILLINOIS AVENUE	RED	★★★
ATLANTIC AVENUE	YELLOW	★★★★
VENTNOR AVENUE	YELLOW	★★★★
MARVIN GARDENS	YELLOW	★★★★
PACIFIC AVENUE	GREEN	★★★★
NORTH CAROLINA AVENUE	GREEN	★★★★
PENNSYLVANIA AVENUE	GREEN	★★★★
PARK PLACE	BLUE	★★★★★
BOARDWALK	BLUE	★★★★★

The star ratings indicate the "natural" prestige of each of the blocks. Adding landscaping can increase the prestige of a given block; this increases the overall appeal of the area.



Tip

YOU MUST OWN THE LEASE ON THE
BLOCK TO BUILD LANDSCAPING. THERE'S
MORE ON THE PROCESS OF LEASING
BLOCKS IN THE NEXT CHAPTER.

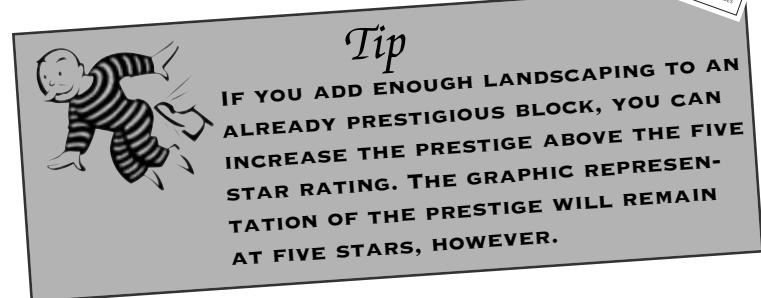
ADD LANDSCAPING
TO INCREASE THE
PRESTIGE OF A
GIVEN BLOCK.



CH 1: Welcome to *Monopoly City*

Each block is built on a 7x7 grid, giving you a total of 49 possible development units.

For every 10 units that get developed into parkland, the block's prestige rating will go up by one star. Individual units, therefore, add 10 percent toward the next star—and each one has a cumulative effect on the citizens' perception of the block.



RAILROADS AND UTILITIES

In addition to the blocks available for commercial development, *Monopoly City* also contains four railroads and four utilities.

The four railroads include the Reading Railroad, Shortline Railroad, Pennsylvania Railroad, and the B&O Railroad.

THE CITY CONTAINS FOUR RAILROAD STATIONS, INCLUDING THE B&O RAILROAD.

There are also four utilities: Gasworks, Water Works, Telecoms, and the Electric Company.

THE CITY IS ALSO SUPPORTED BY FOUR UTILITIES.



Purchasing the railroads and utilities can be an excellent way to start in the *Monopoly Tycoon* game. These special businesses provide you with a steady, consistent income that helps provide the capital for large commercial developments.

OTHER BLOCKS

Monopoly City also contains several blocks that do not have any effect on the game. They are not available for lease, and they have no bearing on your financial well-being; they are simply decorations. These blocks include the Zoo, the Hospital, the Museum, the Airport, the Marina, the Bus Station, the University Campus, and the Police Station.



MONOPOLY CITY HAS
A MARINA.

MANY CITIZENS
LIKE TO VISIT THE
MONOPOLY CITY Zoo.



CITIZENS

One of the most important factors in the game is the happiness of your citizens. If the citizens are content, they will rent your apartments and spend their money in your stores. Unhappy citizens will decide they've had enough and leave the city for the suburbs. So how do you keep people happy and spending money?

Different people have different needs and tendencies, so let's take a look at the variety of citizens residing and shopping in *Monopoly City*.

THE FIVE TYPES OF CITIZENS

Each of the five types of citizens has different needs and tendencies. Here's a brief look at each type.

CHILDREN

Children usually spend their money on sweets and entertainment. If you're trying to appeal to this demographic, stores such as Ice Cream Parlors, Amusement Arcades, and Toy Shops are likely candidates.

TEENAGERS

Like children, teenagers also like to buy sweets and look for entertainment. As time goes on and more types of stores become available, teenagers will also frequent music and video stores.

ADULTS

Adults look for the widest range of commodities. They are the most likely to buy essential items such as bread, meat, and dairy products. Adults also purchase clothing and furniture. A successful business empire will be sure to meet the needs and desires of this important demographic.



ADULTS SHOP FOR THE
ESSENTIALS.

CH 1: Welcome to Monopoly City



RETIRED PEOPLE

A retired person's shopping list resembles that of the adult's, but it tends to be scaled back somewhat. Retired people spend less money.



TOURISTS

Tourists generally come to the city looking for an evening's entertainment. They tend to frequent such businesses as cinemas, theaters, and restaurants. During the day, they will shop at some daytime businesses, such as Souvenir Shops. Tourists will also look for hotel accommodations.

TOURISTS LIKE TO FREQUENT NIGHTTIME BUSINESSES.

SALARY BANDS

Each of the five types of citizens can also belong to any one of three salary bands: high, medium, and low. A citizen's salary band determines many things about their needs and shopping habits.

LOW-INCOME CITIZENS

Citizens in the low-income salary band will be on the lookout for the most competitive prices. They are going to be the most comfortable shopping on the low-prestige blocks and may actually avoid those stores on blocks with four- or five-star prestige levels. They are not very concerned about the quality of your buildings. Low-earning citizens will also be the most willing to travel to meet their shopping needs.



SOME OF YOUR CITIZENS WILL BE MOST COMFORTABLE ON THE LOW-PRESTIGE BLOCKS.





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MEDIUM-INCOME CITIZENS



Medium-income citizens still look for good deals and bargains, but they also value quality. Prestige also matters to this group, although they won't be willing to pay excessive prices to shop in your high-class stores. They want decent quality at a reasonable price.

Building medium-quality stores on three-star blocks will likely attract a lot of medium-income citizens. Be sure to place your stores relatively close to a residential area, as medium-income citizens are less likely than low-income citizens to travel long distances for shopping.

PLACE YOUR STORES NEAR APARTMENT BUILDINGS.

HIGH-INCOME CITIZENS

Value and prestige are very important to high-income citizens. They prefer to shop in high-quality stores on high-prestige blocks. In addition, they don't like to travel very far to shop. Catering to high-income citizens has many initial expenses, but you can charge a lot more for your goods, because high-income citizens are willing to pay high prices.

To attract this demographic, build high-quality stores on blocks with four- or five-star prestige ratings.

BOARDWALK IS A FAVORITE HAUNT OF THE UPPER CRUST.



OPPONENTS

You'll face a number of opponents in the *Monopoly Tycoon* game. These opponents all have slightly different approaches to the game when played by the computer. (When you're facing human players, the "personality" of your opponents' characters is obviously not an issue.)



BATTLESHIP

COLOR:
Light Blue

IN-GAME DESCRIPTION

"A retired navy captain, Battleship has seen it all and done it all. Compared to the cramped cabins and harsh conditions of the high seas, this city is a walk in the park for him. He is quite content to build up his empire in the cheaper end of town if this seems viable to him, and he is not that worried about going into the red. He will consider his position carefully before making his move. When you get to know him, he's a rather nice chap who is fond of his pipe."



CH 1: Welcome to Monopoly City



COMMENTS

The computer plays Battleship very competently. He's willing to extend himself and go into debt in order to expand his empire. You'll find him a worthwhile opponent.



IRON

COLOR:
Yellow

IN-GAME DESCRIPTION

"Iron could be described as a little fussy, sometimes getting tied up in the details. She spent most of her working life as a maid, smoothing out the wrinkles of life. She therefore likes to have everything in its place—all neat and tidy. She will be careful to make sure that all of her businesses are running smoothly and are as profitable as possible. She may sometimes appear a little conservative when it comes to expansion and will tend toward the more populated areas of the city."

COMMENTS

Iron is played competently by the computer, though, just as the in-game description suggests somewhat conservatively. She usually does well, but usually won't challenge you for first place.



TOP HAT

COLOR:
Orange

IN-GAME DESCRIPTION

"As a magician, Top Hat has always been one for cunning stunts and deceptive illusions. He always keeps a surprise up his sleeves or under his hat, and is prone to taking the odd risk. More often than not, you'll find Top Hat building his empire in the cheaper districts. He usually moves quickly, sometimes erratically, spreading confusion in his wake. He is one to watch if you enjoy a roller coaster ride."

COMMENTS

Again, the in-game description is quite accurate. Top Hat tends to be erratic; in one game he may do just fine, and in the next he may fail completely. He has even been known to bankrupt himself and fall out of the game entirely!



CANNON

COLOR:
Green

IN-GAME DESCRIPTION

"With his strong military training, Cannon is very regimented and a stickler for detail. He has an impressive arsenal of weapons that he polishes every day. He has a very ordered approach to life and an aggressive streak that becomes apparent when going head-to-head at city auctions. He loves mixing it up at street level and is not too worried about going into the red. He's willing to invest in the cheaper blocks, looking for the up-and-coming success stories of the future. More than most, he finds himself pulled toward the more populated areas of the city."



COMMENTS

Cannon is an aggressive auction bidder. This doesn't always translate into success in the game, but he tends to play very competently. Above all, be aware that he might bid you up in auctions.

**RACECAR****COLOR:**

Red

IN-GAME DESCRIPTION

"Racecar is a sprightly chap, always running in top gear! Of course, all this speed comes at a cost. He's one of the most carefree characters in town, prone to overcooking it at times. Once he has an idea in mind, he'll fling himself headlong into it, without too much concern for what might go wrong. He has a preference for the expensive end of town and is not too worried about going into the red. However, his cool carefree exterior tends to evaporate when he is on a 24-hour warning."

COMMENTS

Racecar is definitely a competent character. He's willing to go fairly high in auctions, and he usually places well in the game.

**HORSE****COLOR:**

Medium Blue

IN-GAME DESCRIPTION

"A bit of a country girl, Horse is fairly new to the big city. Daughter of a very successful rancher, she decided to study business rather than horses. She keeps in touch with her past and her background and loves to spend her evenings line dancing. She rushes decisions at times and panics when things get tight. She tends toward the blocks of average value and is attracted to blocks that are home to the city's citizens."

COMMENTS

Horse's main characteristic is her inclination to build in middle-of-the-road properties. She tends to place somewhere in the middle of most games.

**SHOE****COLOR:**

Brown

IN-GAME DESCRIPTION

"A cobbler by trade, Shoe has worked his way up from the bottom. A seasoned businessman, he relishes a challenge, digging his heels in when the going gets tough. As he has experienced what it is like to go without, Shoe is usually very careful with his money and can, at times, appear rather too cautious. Prone to slipping out of character when under pressure, he's harder to predict than most. He is a warm-spirited chap and genuine sole."



CH 1: Welcome to Monopoly City



COMMENTS

Shoe's conservatism tends to restrict him to middle-of-the-road performance, though in certain games he has been known to do quite well. He tends not to overbid in auctions and never over-spends. Show will never bankrupt himself, but his caution tends to make him one of your less-dangerous opponents.



THIMBLE

COLOR:

Dark Pink

IN-GAME DESCRIPTION

"Thimble can be rather indecisive and will take a fair time making decisions. Most of this hesitation will probably be blamed on the fact that she is still so young and is new to life in the big city. Buoyed by this inexperience, she often does not appear to have a care in the world. However, when on a 24-hour warning, she might well contradict her otherwise bullish nature. Bearing in mind that not so long ago she was running a small fashion house, this is a big step up for her."

COMMENTS

Thimble is one of the most aggressive auction bidders in the game. She tends to do well overall—but when you think of Thimble, you'll eventually come to think of only one thing: Aggressive auction bidding.



WHEELBARROW

COLOR:

Dark Blue

IN-GAME DESCRIPTION

"Wheelbarrow is a shrewd investor, and his background as a builder will serve him well as he expands his empire. Regularly surveying his empire, he likes to base his growth on firm foundations and does not like going into the red. Although generally good-natured, Wheelbarrow can become aggressive and is one of the most unpredictable characters in the city."

COMMENTS

As with Top Hat, Wheelbarrow's unpredictability often leads to poor performance. That's not to say that he's incapable of winning. However, you'll notice that Wheelbarrow is seldom your most dangerous rival.



DOG

COLOR:

Light Pink

IN-GAME DESCRIPTION

"Dog gets her name from her favorite pet. She will bide her time waiting for her moment to strike. With the aroma of old money, she can be quite vindictive at times and is very shrewd with her business decisions. With this in mind, most players keep out of her way, but that's not to say that her traits cannot be used against her. Indecision might just get the better of her when she is on a 24-hour warning. She is never seen without her little terrier, the only creature in this world that she shows true compassion for."



COMMENTS

Dog is another character that tends not to be a consistent high performer. It may be her conservatism, or it may just be that she spends more time with her dog than with her business. Whatever the reason, Dog usually won't give you a particularly hard time.

TUTORIALS

Now that you've had an overview of people and things you'll encounter in *Monopoly City*, you should learn a little more about the mechanics of the game by playing through the tutorials. There are thirteen tutorials in total:

- TUTORIAL 1: INTRODUCTION TO PANELS
- TUTORIAL 2: THE THREE VIEWS
- TUTORIAL 3: CITY VIEW
- TUTORIAL 4: BLOCK VIEW
- TUTORIAL 5: BUILDING
- TUTORIAL 6: BUSINESS VIEW
- TUTORIAL 7: 3 D VIEW ROTATION
- TUTORIAL 8: A DAY IN MONOPOLY CITY
- TUTORIAL 9: CREATING A SHOPPING CENTER
- TUTORIAL 10: GOING TO AUCTION
- TUTORIAL 11: UTILITIES
- TUTORIAL 12: THE RAILROADS
- TUTORIAL 13: GETTING A MONOPOLY



TUTORIAL 1: INTRODUCTION TO PANELS

This tutorial describes the various panels used to display information about city blocks and your opponents.

USE THE NAVIGATOR
PANEL TO SWITCH
BETWEEN BLOCKS.

CH 1: Welcome to *Monopoly City*



TUTORIAL 2: THE THREE VIEWS

This tutorial shows you the three types of screens available for surveying *Monopoly City* and the buildings within it. You will be making extensive use of these three views.

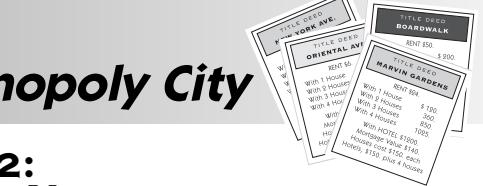
THIS TUTORIAL
SHOWS YOU THE
THREE VIEWS.

TUTORIAL 3: CITY VIEW

City View gives you an overview of all of *Monopoly City*. From here you can see every structure, including both your buildings and those of your opponents. This view is very useful for getting an idea of where you stand, since you can see where your opponents are building their empires.

This view also helps you to scout out empty blocks that you should build upon.

YOU CAN FIND OUT ALL SORTS OF
INTERESTING DATA IN CITY VIEW.



TUTORIAL 4: BLOCK VIEW

Block View allows you to concentrate on a single block. From here, you can see how well all of the businesses on one particular block are doing—including those that belong to your opponents and to the city.



MONITOR BUSINESSES
ON A GIVEN BLOCK
USING BLOCK VIEW.

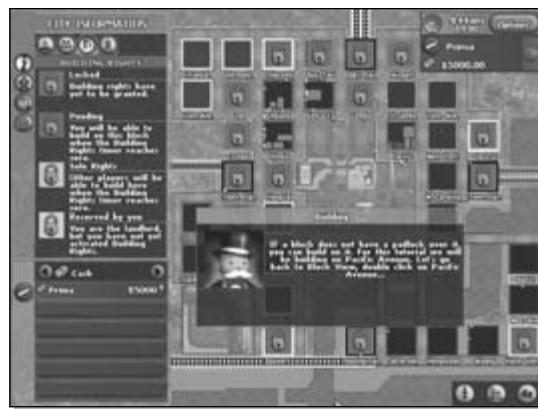


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TUTORIAL 5: BUILDING

YOU CAN SEE WHICH BLOCKS ARE AVAILABLE FOR CONSTRUCTION.

This tutorial introduces you to the basics of building a business. It's not a complicated process; you just select a business type, draw a footprint, and the building goes up!



TUTORIAL 6: BUSINESS VIEW

LOOK AT THE DATA FOR AN INDIVIDUAL BUSINESS IN BUSINESS VIEW.



This valuable tutorial teaches you how to extract useful data from the Business View. Pay close attention to this one!

TUTORIAL 7: 3D VIEW ROTATION

This tutorial simply invites you to experiment with the 3D rotation available in the game. You can quit whenever you're accustomed to the controls.

PRACTICE ZOOMING IN AND OUT.



CH 1: Welcome to *Monopoly City*



TUTORIAL 8: A DAY IN *MONOPOLY CITY*

This tutorial familiarizes you with the various events that occur in *Monopoly City* each day. We'll be covering each of these events in more detail in Chapter 2—but playing through this tutorial won't hurt, either.



HERE'S A LIST OF DAILY EVENTS.

TUTORIAL 9: CREATING A SHOPPING CENTER

This tutorial takes you through the basics of finding out which businesses are a good idea to build. Then, you are guided through the processes of building a small shopping center. This tutorial is important because it walks you through some of the most basic and useful commands used in the game.

YOU'LL BUILD SEVERAL STORES ON KENTUCKY AVENUE.



TUTORIAL 10: GOING TO AUCTION

You'll attend your first auction in this tutorial. You're taken through the basic steps of starting an auction and shown how to bid once the auction actually starts. Auctions will be discussed more thoroughly in Chapter 2.



PACIFIC AVENUE GOES UP FOR AUCTION.

TUTORIAL 11: UTILITIES

The utilities can be a good source of income for your business empire. This tutorial shows you relevant data about the utilities available for purchase during the game.

DISCOVER THE
BENEFITS OF OWNING
THE TELECOMS.



TUTORIAL 12: THE RAILROADS

This tutorial explains the benefits of leasing the railroads. As you'll soon discover, owning the railroads is a key part of our strategy in the single-player game.

LEARN ALL ABOUT
THE RAILROADS.

TUTORIAL 13: GETTING A MONOPOLY

This tutorial steps you through the process of acquiring a lease for Illinois Avenue, thus creating a monopoly. Then, you'll learn how to buy out businesses, a skill that will be very important later on in the game.

LEASE ILLINOIS
AVENUE.



CH 2: Building Your Empire

BUILDING YOUR EMPIRE



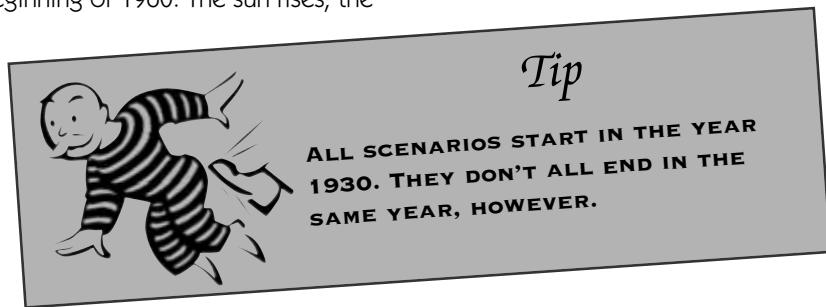
This chapter discusses how the *Monopoly Tycoon* game works. It covers topics that are discussed in your game manual, but adds practical information and suggestions on how to use specific information to your advantage. Topics such as timeframe in the *Monopoly Tycoon* game, day and night cycles, building characteristics, and Chance Cards are all covered in the next few pages. Read carefully to deepen your understanding of the game.

TIME IN THE MONOPOLY TYCOON GAME

You might initially be confused by how time passes in the *Monopoly Tycoon* game. The basic formula is this: For each day (24-hour period) that passes in the game, five years pass.

For example, let's say it's the beginning of 1960. The sun rises; the day proceeds; the sun sets; and the clock finally reaches midnight. As soon as the clock ticks past midnight, it's no longer 1960: Now, it's 1965!

This abstract time scale is initially confusing but will become second nature after you've played the game a while.



STORES

Most of your activities in the *Monopoly Tycoon* game revolve around retail stores. These next few pages explain various aspects of building, maintaining, and selling retail stores.



PROXIMITY OF APARTMENTS

There are a few things to consider when building stores. First of all, you need to decide where to build it. Most of the time, you'll want to place the store on the same block as an apartment building. However, sometimes that block will be full or the building rights won't be activated. (More on building rights later on.) In this case, consider building on an adjacent block.

IDEALLY, YOU SHOULD PLACE STORES ON THE SAME BLOCK AS APARTMENT BUILDINGS.

Tip

BUILDING STORES TWO OR MORE BLOCKS AWAY FROM APARTMENTS IS RISKY AND NOT SOMETHING YOU SHOULD USUALLY CONSIDER.



The bottom line is that retail stores should always be placed close to apartments. If there aren't enough apartments in a particular area, you'll either want to build some or look elsewhere.

DAYTIME VS. NIGHTTIME BUSINESSES

The stores that sell daytime commodities are open from 9 a.m. to 5 p.m. Stores that sell nighttime commodities are open from 6 p.m. to midnight. Therefore, there are two separate markets. As you build up your empire, you'll want to make sure you're profiting from both.

It's a good idea to group daytime businesses with other daytime businesses, and nighttime businesses with other nighttime business. So, for example, if there's an apartment on Baltic Avenue, you can build daytime businesses on Baltic and then place nighttime businesses on the adjacent Mediterranean Avenue. This will increase the convenience for your customers and make them more likely to buy from your stores.



BUILD UP A BLOCK WITH DAYTIME STORES.



CONSTRUCT NIGHTTIME STORES NEXT DOOR.

STORE QUALITY

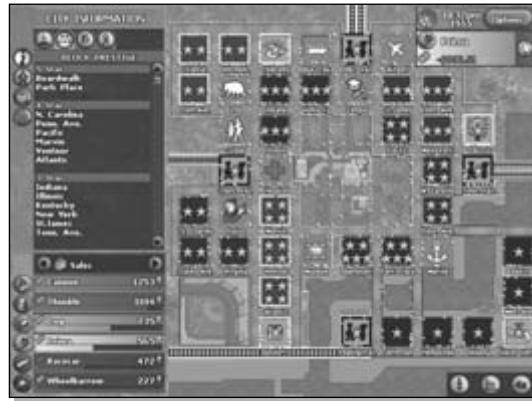
Another important consideration is what quality of store to build. Stores can be low-, medium-, or high-quality. Low-quality stores are naturally the cheapest to build, and if you're building in the cheaper end of town, it makes sense to build low-quality stores. The citizens that live there aren't going to be that concerned about the quality of the store, just the prices of the items inside. However, if you're developing a shopping center in the expensive part of town, the citizens living there are quite concerned with quality, so medium- or high-quality buildings make the most sense. Use the prestige of the blocks to determine the quality of buildings you place there.

CH 2: Building Your Empire



RECOMMENDED BUILDING QUALITY	RECOMMENDED BLOCK PRESTIGE
LOW	★
LOW	★★
MEDIUM	★★★
MEDIUM	★★★★
HIGH	★★★★★

**BUILD HIGHER-QUALITY
STORES ON THE FOUR- AND
FIVE-STAR BLOCKS.**



STORE SIZE

Another thing you'll need to decide when constructing a store is how much stock you want it to be able to hold.

Each block is divided into a 7x7 grid. Each type of building has several different footprints that you're allowed to use. In addition, buildings can have variable numbers of floors. Some commodities take up more room than others, so each unit of a building can hold a variable amount of a given stock. For example, a dairy store can stock four units of dairy products per grid square. Therefore, a 2x2 dairy store that is two stories tall can hold 32 units of dairy produce.



**THIS SMALL DAIRY STORE CAN HOLD
32 UNITS OF DAIRY PRODUCTS.**

It is often a good idea to build a tall store with a small footprint, rather than a store of the same size with a larger footprint. This saves on space, so you can build other stores nearby, plus it reduces the amount of land rent you'll have to pay. A taller store with the same footprint as a shorter store will cost more in rent but not as much as that same capacity store with a larger footprint.

*Tip*

ALL STORES HAVE TO HAVE THEIR STOREFRONT ON THE STREET. IF YOU'RE NOT CAREFUL WHEN DEVELOPING A BLOCK, YOU'LL HAVE THE PERIMETER OF THE BLOCK ALL BUILT UP WITH NOTHING IN THE CENTER. CERTAIN BUILDINGS, SUCH AS ICE CREAM PARLORS, NEWS STANDS, DAIRY STORES, AND CAFÉS (AMONG OTHERS) ALLOW YOU TO BUILD LONG NARROW STORES. PLACE THESE TYPES OF STORES IN THE MIDDLE OF THE BLOCK, EXTENDING THEM WAY INTO THE CENTER TO EFFICIENTLY UTILIZE ALL OF THE LAND.

APARTMENTS VS. STORES

In addition to retail stores, you can build apartment buildings and collect rent from the tenants. Usually, however, apartments are not the most profitable use of space. As a general rule you shouldn't build them unless you need to.



APARTMENTS ARE EXPENSIVE TO BUILD AND DON'T BRING IN MUCH PROFIT.

You may wish to build an extra apartment near your stores, however, to increase the number of customers. In this case, you aren't seeking profit from rent—rather, you're providing more customers for your stores.

STORE TYPES

Here's a set of tables summarizing the stores available in the *Monopoly Tycoon* game. Each table contains stores available at a certain date. Within each table, daytime stores are listed first, followed by nighttime stores. Within the daytime or nighttime group, stores are listed alphabetically.

In addition to store names and the type of supplies sold there, the tables list whether the store is daytime or nighttime, how much the utilities will cost for each unit (or square) of store size, and what each store's stock capacity is.

CH 2: Building Your Empire



RETAIL STORES AVAILABLE STARTING 1930

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
BAKERY	4	DAYTIME	BREAD	ELEC: 50¢ / TELECOMS: 50¢ / GAS: \$2 / WATER: \$1
BOOK STORE	3	DAYTIME	BOOKS	ELEC: \$1 / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢
BUTCHER SHOP	3	DAYTIME	MEAT	ELEC: 50¢ / TELECOMS: 50¢ / GAS: \$2 / WATER: \$1
CAFÉ	3	DAYTIME	SNACKS	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$3 / WATER: \$2
CLOTHES STORE	3	DAYTIME	CLOTHING	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
DAIRY STORE	4	DAYTIME	DAIRY PRODUCE	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
DINER	3	DAYTIME	SNACKS	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$3 / WATER: \$2
DOCTOR'S OFFICE	3	DAYTIME	HEALTHCARE	ELEC: 50¢ / TELECOMS: \$2 / GAS: 50¢ / WATER: \$1
ELECTRICAL STORE	3	DAYTIME	ELECTRICAL GOODS	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
FISH MARKET	4	DAYTIME	FISH	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$2
FURNITURE STORE	2	DAYTIME	FURNITURE	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
GROCERY STORE	4	DAYTIME	FRUIT/VEGETABLES	ELEC: 50¢ / TELECOMS: 50¢ / GAS: \$1 / WATER: \$1
HARDWARE STORE	3	DAYTIME	TOOLS/HARDWARE	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
JEWELRY STORE	1.5	DAYTIME	JEWELRY	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
NEWS STAND	8	DAYTIME	NEWSPAPERS/ MAGAZINES	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
SOUVENIR SHOP	5	DAYTIME	SOUVENIRS	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
TOY SHOP	3	DAYTIME	TOYS	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
BALLROOM	3	NIGHTTIME	DANCING	ELEC: \$2 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
BAR	4	NIGHTTIME	DRINKS	ELEC: \$1 / TELECOMS: \$1 / GAS: 50¢ / WATER: \$1
CINEMA	1.5	NIGHTTIME	MOVIES	ELEC: \$2 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
RESTAURANT	2.5	NIGHTTIME	MEALS	ELEC: 50¢ / TELECOMS: \$2 / GAS: \$3 / WATER: \$2
THEATER	2	NIGHTTIME	PERFORMANCE	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢





Prima's Official Strategy Guide

RETAIL STORES AVAILABLE STARTING 1940

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
ANTIQUE STORE	3	DAYTIME	ANTIQUES	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢
ICE CREAM PARLOR	4	DAYTIME	ICE CREAM	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
NIGHT CLUB	2	NIGHTTIME	DANCING/DRINKS	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
POOL HALL	3	NIGHTTIME	GAMING	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢

RETAIL STORES AVAILABLE STARTING 1950

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
SPORTS STORE	3	DAYTIME	RECREATIONAL GOODS	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
MUSIC STORE	3	DAYTIME	MUSIC TAPES	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
DELICATESSEN	3	DAYTIME	MEAT/FISH/DAIRY/PRODUCE	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
FAST FOOD OUTLET	5	NIGHTTIME	FAST FOOD	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: \$2

RETAIL STORES AVAILABLE STARTING 1960

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
TRAVEL AGENCY	2	DAYTIME	VACATIONS	ELEC: 50¢ / TELECOMS: \$3 / GAS: 50¢ / WATER: 50¢
GENERAL STORE	4	DAYTIME	FRUIT/VEGETABLES/DAIRY/PRODUCE/NEWSPAPERS/MAGAZINES/BREAD	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
PHARMACY	3	DAYTIME	HEALTHCARE	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
BOWLING ALLEY	3	NIGHTTIME	GAMING/FAST FOOD	ELEC: \$1 / TELECOMS: \$1 / GAS: \$1 / WATER: 50¢

RETAIL STORES AVAILABLE STARTING 1970

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
DEPARTMENT STORE	1.5	DAYTIME	CLOTHING/BOOKS/JEWELRY/ELECTRICAL GOODS/FURNITURE/TOYS	ELEC: 50¢ / TELECOMS: \$2 / GAS: \$1 / WATER: 50¢
HEALTH CLUB	2	DAYTIME	HEALTHCARE/RECREATIONAL GOODS	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: \$1
AMUSEMENT ARCADE	8	NIGHTTIME	GAMING	ELEC: \$2 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
VIDEO STORE	3	NIGHTTIME	VIDEOS	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢



CH 2: Building Your Empire

RETAIL STORES AVAILABLE STARTING 1980

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
COMPUTER STORE	3	DAYTIME	COMPUTERS	ELEC: \$1 / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢
PHONE SHOP	3	DAYTIME	PHONES	ELEC: 50¢ / TELECOMS: \$3 / GAS: 50¢ / WATER: 50¢
SUPERMARKET	4	DAYTIME	MEAT/FISH/FRUIT/ VEGETABLES/DAIRY/ PRODUCE/BREAD/ CLOTHING	ELEC: 50¢ / TELECOMS: \$1 / GAS: \$1 / WATER: 50¢
ELECTRONIC SUPERSTORE 2		DAYTIME	VIDEOS/MUSIC TAPES/ELEC. GOODS/ TOYS	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢



COMMODITIES

Each retail store sells one or more commodities. (Sometimes, the same commodity is sold in a variety of different stores.) These next few pages delve into the topic of commodities, discussing such important issues as consumer demand, profit margins, and spoilage.

The following table shows every commodity in the game, along with its cost, default sale price, and the stores or venues that sell it.

COMMODITY	COST (PER UNIT)	DEFAULT SALE PRICE (PER UNIT)	WHERE AVAILABLE
ANTIQUES	\$11	\$55	ANTIQUE STORE
APARTMENT RENT	N/A	\$18	APARTMENT BUILDING
BOOKS	\$2	\$10	BOOK STORE, DEPARTMENT STORE
BREAD	75¢	\$4	BAKERY, GENERAL STORE, SUPERMARKET
CELL PHONES	\$4	\$40	PHONE SHOP
CLOTHING	\$5	\$30	CLOTHES STORE, DEPARTMENT STORE, SUPERMARKET
COMPUTERS	\$20	\$800	COMPUTER STORE
DAIRY	60¢	\$4.50	DAIRY STORE, DELICATESSEN, GENERAL STORE, SUPERMARKET
DANCING	\$1.50	\$17.50	BALLROOM, NIGHT CLUB
DRINKS	50¢	\$6	BAR, NIGHT CLUB
ELECTRICAL GOODS	\$10	\$34	ELECTRICAL STORE, DEPARTMENT STORE, ELECTRONIC SUPERSTORE
FAST FOOD	75¢	\$8	FAST FOOD OUTLET, BOWLING ALLEY
FISH	60¢	\$4.50	FISH MARKET, DELICATESSEN, SUPERMARKET
FRUIT AND VEGETABLES	65¢	\$3.80	GROCERY STORE, GENERAL STORE, SUPERMARKET
FURNITURE	\$15	\$60	FURNITURE STORE, DEPARTMENT STORE
GAMING	75¢	\$9.80	POOL HALL, BOWLING ALLEY, AMUSEMENT ARCADE



COMMODITY	COST (PER UNIT)	DEFAULT SALE PRICE (PER UNIT)	WHERE AVAILABLE
HEALTH CARE	\$2	\$15	DOCTOR'S OFFICE, PHARMACY, HEALTH CLUB
ICE CREAM	10¢	\$3	ICE CREAM PARLOR
JEWELRY	\$15	\$50	JEWELRY STORE, DEPARTMENT STORE
MEALS	\$3	\$15	RESTAURANT
MEAT	50¢	\$5	BUTCHER SHOP, DELICATESSEN, SUPERMARKET
MOVIES	\$1	\$11	CINEMA
MUSIC DISCS	\$3	\$12	MUSIC STORE, ELECTRONIC SUPERSTORE
NEWSPAPERS	50¢	\$2.50	NEWS STAND, GENERAL STORE
PERFORMANCE	\$1	\$17	THEATER
RECREATIONAL	\$8	\$40	SPORTS STORE, HEALTH CLUB
SNACKS	\$2.50	\$9	CAFÉ, DINER
SOUVENIRS	\$3	\$12	SOUVENIR SHOP
STAY OVER	\$1	\$25	HOTEL
TOOLS AND HARDWARE	\$6	\$16.10	HARDWARE STORE, ELECTRONIC SUPERSTORE
TOYS	\$5	\$18	TOY SHOP, DEPARTMENT STORE, ELECTRONIC SUPERSTORE
VACATIONS	\$20	\$100	TRAVEL AGENT
VIDEOS	\$4	\$14	VIDEO STORE

DETERMINING COMMODITY DEMAND

Before building a store, you should always commission a poll on nearby apartment buildings. This will reveal what the people want to buy.

There are many commodities in demand in *Monopoly City*. Some of them will be in demand throughout the game, and some will only be available after a certain year. Computers, for example, are not available until 1980.

Check the previous table for the list of all the commodities in the game, their costs, their default selling price, the stores that carry them, and when they first become available.

PROFIT MARGINS

Different businesses have different profit margins. The profit margin is a measure of how much a business costs to operate versus how much cash it brings in.

Most of the businesses in the game have fairly similar profit margins. Some are slightly better, some are slightly worse—but no businesses have such great profit margins that you should build them even if there's little demand. Likewise, no business has such bad profit margins that you should avoid building it when there's high demand with the exception of computer stores (see the following tip).



CH 2: Building Your Empire



Tip

COMPUTER STORES ARE AN EXCEPTION TO THIS RULE. THEY HAVE SUCH OUTSTANDING PROFIT MARGINS THAT YOU SHOULD BUILD THEM EVEN IF THERE'S ONLY MARGINAL DEMAND FOR COMPUTERS.



More important than profit margins is total profit, which is discussed in the next section.

PROFIT MARGIN VS. TOTAL PROFIT

Stores that sell expensive goods will generate a lot more *total profit* than stores selling cheap goods. For example, a Jewelry Store will always generate much more cash than a News Stand, assuming that both commodities are in equal demand. It's simply the case that jewelry is a higher-priced item, so each sale generates more dollars.

It costs more to restock a store with expensive commodities, but it's still a lot easier to turn a hefty profit with a Jewelry or Clothing Store than it is with a News Stand or Bakery.

Should you therefore avoid News Stands and Bakeries? No, but if possible, your first few stores should sell higher-priced items. This will ensure good income right from the start. Later, you can add stores that sell those lower-priced commodities.

ADJUSTING PRICES

You won't always be able to get the default prices for a given commodity. How much you can charge for merchandise will depend largely on where your store is located (high- or low-prestige area), how much demand there is for the merchandise, and whether there are any competing stores nearby. Depending on the situation, you may be able to raise the retail price above the default price, but this is rare.

Ideally, you should charge as much as possible without driving away your customers. The only surefire way to set the prices correctly is by trial and error. Monitor your stores, and check which commodities aren't selling well; these commodities should have their prices lowered. Meanwhile, hot commodities' prices can be adjusted upward.

SPOILAGE

It is important to make sure your merchandise is mostly sold out by the end of the day (or evening for nighttime stores) due to "spoilage." Half of all stock that wasn't sold will spoil overnight and have to be restocked.

This rule applies to items that you would expect to spoil, such as fruit and vegetables, as well as those you might not expect to spoil, like antiques. So, be careful not to have too much stock left over at the end of the day, especially for expensive items such as jewelry.

BUILDING CONSIDERATIONS

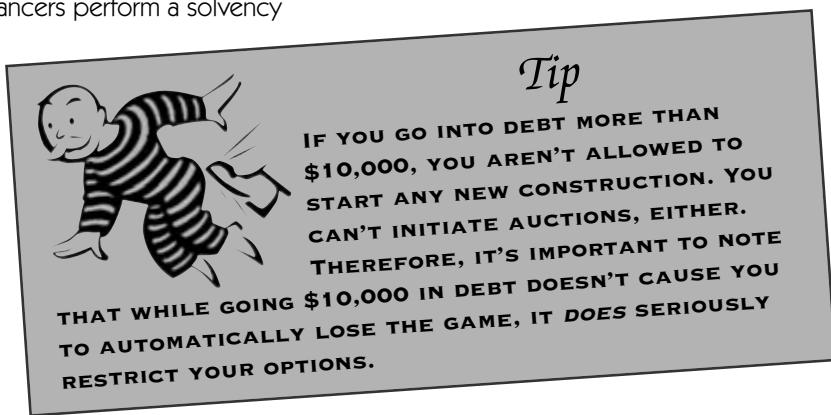
When should you build stores? When should you sell them? Is there a particular time of day that's best for building? These questions are answered in the next few sections.

BANK BALANCE

When you're trying to decide whether to start new construction, the most pressing question is: "Do I have the money for this?"

Every day at midnight, your financers perform a solvency check. If you are in debt at midnight, you will be issued a 24-hour warning. This means that if you are not out of debt by midnight the following day, you are considered bankrupt and ejected from the game.

You shouldn't build anything new if you're under a solvency warning and you're not sure if you'll have the cash to bail yourself out by the next midnight.



TIME OF DAY

Pay attention to the time of day when you construct your stores. Your main concern is avoiding spoilage.

When a new store is built, it's instantly stocked with commodities—providing that the construction happens between 6 a.m. and the store's typical closing time. Note that these commodities are not free; the cost of the commodities is added to the cost of building the store.

Because of this auto-stocking, you should try to construct daytime stores between midnight and 9 a.m., and nighttime stores between midnight and 6 p.m. This gives the stores time to sell the goods they are auto-stocked with.

If you build the stores outside of these times, you may be faced with a situation where the store is built and fully stocked just one hour before closing time, giving customers little time to buy anything. As a result, the commodities spoil and you lose money.



CH 2: Building Your Empire



Tip

IF YOU HAVE ENOUGH MONEY, YOU CAN BUILD STORES AT ANY TIME OF THE DAY. BUILDING WITHIN THE TIMES WE SUGGEST IS AN ADVANCED TECHNIQUE THAT'S USEFUL FOR SAVING A LITTLE EXTRA MONEY AND IS MAINLY USEFUL IN EXTREMELY TIGHT GAMES.



HERE'S A REVIEW OF THE IMPORTANT DAILY EVENTS IN MONOPOLY CITY:

- 6 A.M. RESTOCK STORES, PAY/COLLECT RENT ON LAND, COLLECT RENT FROM APARTMENT TENANTS, PAY UTILITIES, AND COLLECT INCOME FROM RAILROADS AND UTILITIES
- 9 A.M. DAYTIME BUSINESSES OPEN
- 5 P.M. DAYTIME BUSINESSES CLOSE
- 6 P.M. NIGHTTIME BUSINESSES OPEN, VOTING TAKES PLACE, IF ANY (MORE ON VOTING IN CHAPTER 3)
- 12 A.M. (MIDNIGHT) SOLVENCY CHECK, NIGHTTIME BUSINESSES CLOSE



IF YOU'RE IN DEBT AT MIDNIGHT, YOU'LL BE PLACED UNDER A 24-HOUR WARNING.

REFURBISHING AND DEMOLISHING STORES

You can refurbish or demolish stores. Refurbishing allows you to change the commodity sold by the store, while demolishing a store simply eliminates it.

You should typically not use these options. If a business is failing, you'll usually just want to sell it.



SELLING STORES

You can sell individual businesses to the city. But since the *Monopoly Tycoon* game is a game of acquisition, not selling, you usually won't want to sell properties.

The one time selling businesses is handy is when you're about to be ejected from the game due to debt. If you need some quick cash to get out of debt, selling your businesses can be the only realistic way to get back in the black.

Though, again, you generally shouldn't sell businesses unless you absolutely have to.

AUCTIONS AND LEASES

The best way to get ahead in the *Monopoly Tycoon* game is to become a landlord. You do this by leasing blocks from the city.

You can lease all of the classic *Monopoly*® board game blocks (such as Boardwalk and Kentucky Avenue) and also the railroads and utilities.

A lease on a property lasts 25 years (5 game days). At the end of this time period, the lease expires and ownership of the block reverts to the city. The block is then available for lease to anyone. You do not lose control of buildings you have created there during that time, however.



Note

WE USE THE TERMS "LEASE" AND "BUY" INTERCHANGEABLY WHEN WE'RE TALKING ABOUT OBTAINING BLOCKS, RAILROADS, AND UTILITIES.

Tip

IT'S IMPORTANT TO UNDERSTAND THAT YOU DON'T NEED TO OWN A LEASE IN ORDER TO BUILD. OWNING THE LEASE JUST ENTITLES YOU TO CERTAIN ADVANTAGES—FOR EXAMPLE, YOUR BUSINESSES DON'T HAVE TO PAY RENT.



THE AUCTION PROCESS

When you decide you wish to own a block, you must select it and put it up for auction. Starting an auction will trigger the auction countdown timer. The auction will occur after the timer has finished.

Only one auction can be queued up at any given time. This delay gives your opponents time to look at the block and decide if they want to bid on it.

All players are present at the auctions. If any player does not wish to bid, he or she can simply pull out.

IF YOU'RE NOT INTERESTED IN THE PROPERTY BEING AUCTIONED, YOU CAN SIMPLY PULL OUT OF THE AUCTION.



CH 2: Building Your Empire

While the auction timer is counting down, the building rights on the block to be sold are closed, meaning that you can't build anything on that block; nor can anyone else.

After the auction, the building rights remain closed until the owner of the block decides to activate them. Once activated, the building rights are open exclusively to the owner of the block for 24 hours. After that time, anyone can build on the block.



SELLING LEASED PROPERTIES

You can also sell leases. Selling a lease triggers an auction for the property. The city provides the opening bid. You cannot bid in the auction.

YOU CAN SELL YOUR LEASE ON A PROPERTY.

You can also try to lease a property owned by an opponent by offering them a lease price. They can, of course, decline. Remember that each block has a guide price that roughly corresponds to the prestige of the block. If you trigger an auction to sell off a property and avoid bankruptcy, the block will be sold to the city for its guide price if no one bids.

Conversely, your opponents may also offer to buy out your leases. You can decline or accept. If you accept, an auction is triggered with the offered price as the first bid. You cannot bid in this auction.

AUCTION TIMING

If you think you might go into debt during the course of an auction, consider not starting that auction until 7:20 pm or later.

Any auction started just after 7:20 p.m. will occur just after the midnight solvency check, giving you an extra day to get out of any debt you may incur during the auction.

Starting auctions after 7:20 p.m. is a major part of our auction strategy, both for single-player and multiplayer games.



BENEFITS OF PROPERTY OWNERSHIP

When the auction is done and the dust settles, you may find yourself in possession of a new property. The following sections explain the advantages of owning each type of property.

BENEFITS OF STANDARD BLOCKS

Here are the benefits of owning a typical block:

- DON'T HAVE TO PAY RENT ON YOUR BUSINESSES
- COLLECT RENT ON BUILDINGS OWNED BY THE CITY OR OPPONENTS EVERY 6 A.M.
- CAN BUY OUT CITY AND OPPONENT-OWNED BUSINESSES
- 24-HOUR EXCLUSIVE BUILDING RIGHTS
- CAN BUILD LANDSCAPING
- LEASE OWNER OWNS LANDSCAPING EVEN IF PREVIOUS OWNER BUILT IT

The 24-hour exclusive building rights are a particularly powerful tool. Once activated, you can build exclusively on the block for a full day. If you fill up the whole block during this time, you can effectively shut your opponents out of the area.



Tip

THE MOST EFFICIENT TIME TO BUY OUT AN OPPONENT'S BUSINESS IS BETWEEN 6 AND 9 A.M. THIS WAY, YOU GET TO COLLECT THE RENT FROM YOUR OPPONENT AT 6 (BEFORE YOU TAKE CONTROL OF THE BUSINESS), AND YOU ALSO GET TO BENEFIT FROM A FULL DAY OF MERCHANDISE SALES (AFTER YOU TAKE OVER).

BENEFITS OF RAILROADS

Here are the benefits of owning railroads:

- COLLECT FREIGHT CHARGES EVERY DAY AT 6 A.M.
- COLLECT DAILY TICKET SALES EVERY DAY AT 6 A.M.

The amount of freight charges you'll collect depends on how many railroads you own.

- COLLECT \$200 IF ONE RAILROAD IS OWNED.
- COLLECT \$400 FOR EACH RAILROAD IF TWO ARE OWNED (\$800 TOTAL).
- COLLECT \$600 FOR EACH RAILROAD IF THREE ARE OWNED (\$1800 TOTAL).
- COLLECT \$800 FOR EACH RAILROAD IF ALL FOUR ARE OWNED (\$3200 TOTAL).

CH 2: Building Your Empire

In addition to freight, you'll collect money from daily ticket sales. Unlike freight, ticket sales produce variable amounts of income, so you can't predict the exact amount. However, you can be sure to collect the following percentages of ticket sales:

- 25% OF TICKET SALES IF ONE RAILROAD OWNED
- 50% OF EACH RAILROAD'S SALES IF TWO RAILROADS OWNED
- 75% OF EACH RAILROAD'S SALES IF THREE RAILROADS OWNED
- 100% OF EACH RAILROAD'S SALES IF FOUR RAILROADS OWNED



For example, if you own the Reading and the Shortline, you'll get 50 percent of freight fees and 50 percent of ticket sales from the Shortline, plus 50 percent of freight fees and 50 percent of ticket sales from the Reading.

**THERE'S MONEY TO
BE MADE BY OWNING
THE RAILROADS.**

BENEFITS OF UTILITIES

When you own utilities, you collect fees every day at 6 a.m. The percentages are as follows:

- 25% OF FEES IF ONE UTILITY OWNED
- 50% OF FEES FOR EACH IF TWO UTILITIES OWNED
- 75% OF FEES FOR EACH IF THREE UTILITIES OWNED
- 100% OF FEES FOR EACH IF FOUR UTILITIES OWNED

For example, if you own both the Gasworks and the Telecoms, you'll earn 50 percent of the Telecom fees and 50 percent of the Gasworks fees.

Also, note that your businesses don't have to pay utility fees on the utilities that you own.

It's important to realize that utilities become more and more valuable as the city grows. The more businesses are built, the more utilities are used and the more money they collect.

The businesses that pay the most utility bills are:



- **ELECTRICITY:** AMUSEMENT ARCADES, CINEMAS, BALLROOMS
- **GASWORKS:** BAKERIES, BUTCHER SHOPS, CAFÉS, DINERS, RESTAURANTS
- **WATER WORKS:** FISH MARKETS, CAFÉS, DINERS, FAST FOOD OUTLETS, RESTAURANTS
- **TELECOMS:** DEPARTMENT STORES, RESTAURANTS, DOCTORS' OFFICES, PHONE SHOPS, TRAVEL AGENCIES

UTILITIES CAN
PROVIDE YOU WITH
STEADY INCOME.



MONOPOLIES

If you manage to lease all of the properties of the same color, you'll get a monopoly. Having a monopoly confers several advantages:

- **YOU CAN BUY OUT CITY- OR OPPONENT-OWNED BUSINESSES FOR A GREATLY REDUCED COST.**
- **YOU CAN BUILD HOTELS AND CAPTURE THE TOURIST MARKET.**
- **YOU RETAIN POSSESSION OF HOTELS EVEN AFTER YOU NO LONGER HAVE A MONOPOLY.**



The ability to cheaply buy out opponent-owned businesses is vital. Buying out opponents' businesses is usually a bad idea if you don't have the monopoly; it's just not cost-effective. If you *do* have the monopoly, you can deal a double strike to the opponent by taking away his or her businesses while adding to your own earning potential.

Hotels are most valuable if no other players have any. Once other players start to develop monopolies and build their own hotels, the market becomes saturated.

YOU CAN ONLY BUILD HOTELS IF YOU HAVE A MONOPOLY.

CH 2: Building Your Empire

Buy leases on all properties in a monopoly within a short time frame, if possible. Otherwise, the first one might expire before you buy the last one, and you won't have a monopoly.



CHANCE CARDS

This last section lists the various chance cards you'll draw in the *Monopoly Tycoon* game. The cards are broken up by theme; some cards earn you money, some cost you money, some allow you to disrupt opponents' businesses, and so forth.

THIS CHANCE CARD
ALLOWS YOU TO
RESTOCK YOUR STORES
FOR HALF PRICE.



“GET MONEY” CARDS

These cards are very simple: They add the indicated amount of money to your account instantly.

- LIFE INSURANCE MATURES COLLECT \$200
- INCOME TAX REFUND COLLECT \$400
- RECEIVE FOR SERVICES \$500
- BANK ERROR IN YOUR FAVOR COLLECT \$400
- YOU HAVE WON SECOND PRIZE IN A BEAUTY CONTEST COLLECT \$200
- YOU INHERIT \$200
- XMAS FUND MATURES COLLECT \$200
- ANNUITY MATURES COLLECT \$400
- RECEIVE INTEREST ON PREFERENCE SHARES \$250
- YOUR BUILDING LOAN MATURES COLLECT \$300
- BANK PAYS YOU A DIVIDEND OF \$800
- YOU HAVE WON A CROSSWORD COMPETITION COLLECT \$200
- YOU WIN THE CITY LOTTERY COLLECT \$400
- SOMEHOW, YOU HAVE WON 1ST PRIZE IN A BEAUTY CONTEST COLLECT \$800
- THE CITY AWARDS YOU A \$500 BONUS FOR SERVICES RENDERED

“LOSE MONEY” CARDS

These cards instantly subtract the indicated amount from your bank account. The money simply disappears; it does not go to any other players.

- PAY SCHOOL TAX OF \$300
- PAY HOSPITAL \$200
- DOCTORS FEE PAY \$300
- PAY YOUR INSURANCE PREMIUM \$500
- PAY FOR CITY SERVICES \$200
- PAY A \$200 FINE FOR BEING IN THE WRONG PLACE AT THE WRONG TIME
- PARKING FINE \$100
- PAY ROAD MAINTENANCE \$300
- PAY POLICE & FIRE SERVICES \$200

“COLLECT MONEY” CARDS

This type of card allows you to instantly collect the indicated amount from *each player in the game*. Naturally, the more opponents in the game, the more valuable these cards will be.

- COLLECT \$80 FROM EVERY PLAYER FOR ORGANIZING SPECIAL EVENT AT CITY HALL
- IT IS YOUR BIRTHDAY: COLLECT \$200 FROM EACH PLAYER

“PAY OUT MONEY” CARDS

These cards are the reverse of the “collect money” cards; they cause you to pay money to every other player.

- YOU HAVE BEEN ELECTED CHAIRMAN OF THE BOARD: PAY EACH PLAYER \$250
- SHARE YOUR WEALTH: PAY \$200 TO EACH PLAYER

“MONETARY AID” CARDS

If you are currently the player with the least cash, these cards can help you out. If you are the player with the most cash, you may be required to Help the Poor. If you are currently somewhere in the middle as far as cash is concerned, these cards will have no effect on you.

- CASH BOOST: IF YOU HAVE THE LEAST CASH OF ALL PLAYERS, RECEIVE \$400 IN CITY AID.
- CASH BOOST: IF YOU HAVE THE LEAST CASH OF ALL PLAYERS, RECEIVE \$1000 IN CITY AID.
- HELP THE POOR: IF YOU HAVE THE MOST CASH OF ALL PLAYERS, GIVE \$400 TO THE PLAYER THAT HAS THE LEAST.
- HELP THE POOR: IF YOU HAVE THE MOST CASH OF ALL PLAYERS, GIVE \$750 TO THE PLAYER THAT HAS THE LEAST.

CH 2: Building Your Empire

ASSET-BASED “RECEIVE MONEY” CARDS

These cards award you money for park land you own and tenants currently residing in your apartment complexes.



- BEAUTIFUL CITY: YOU ARE AWARDED \$10 PER UNIT OF PARK LAND THAT YOU OWN FOR BEAUTIFYING THE CITY (MAX \$400).
- BEAUTIFUL CITY: YOU ARE AWARDED \$20 PER UNIT OF PARK LAND THAT YOU OWN FOR BEAUTIFYING THE CITY.
- SERVING THE CITY: RECEIVE \$5 BONUS FOR EACH CITIZEN HOUSED IN YOUR APARTMENTS.
- SERVING THE CITY: RECEIVE \$4 BONUS FOR EACH CITIZEN HOUSED IN YOUR APARTMENTS.

ASSET-BASED “LOSE MONEY” CARDS

These cards require you to pay fees based on your assets, such as railroads, utilities, and businesses.

- PAY PROPERTY TAX ON YOUR BUSINESS EMPIRE: \$20 EACH BUSINESS. (MAX \$400)
- PAY SURVEYOR’S FEES ON PROPERTIES OWNED: \$50 EACH PROPERTY.
- SAFETY CHECKS: PAY \$100 FOR EACH RAILROAD STATION YOU OWN.
- SAFETY CHECKS: PAY \$200 FOR EACH RAILROAD STATION YOU OWN.
- CITY INSPECTION: PAY \$100 FOR EACH UTILITY YOU OWN.
- CITY INSPECTION: PAY \$500 FOR EACH UTILITY YOU OWN.

“UTILITY FEE” CARDS

These cards require you to pay extra money to a utility based on either the number of businesses you own or the amount of park land you own. Of course, if you own the utility in question, you need not worry about these cards.

- DROUGHT WARNING: PAY \$10 WATER TAX FOR EACH UNIT OF PARK LAND YOU OWN (MAX \$400). MONEY GOES TO THE OWNER OF THE WATERWORKS.
- DROUGHT WARNING: PAY \$20 WATER TAX FOR EACH UNIT OF PARK LAND YOU OWN. MONEY GOES TO THE OWNER OF THE WATERWORKS.
- REWIRING: PAY \$6 FOR EACH BUSINESS (MAX \$400) YOU OWN. MONEY GOES TO THE OWNER OF THE ELECTRIC COMPANY.
- REWIRING: PAY \$10 FOR EACH BUSINESS YOU OWN. MONEY GOES TO THE OWNER OF THE ELECTRIC COMPANY.

- NEW GAS PIPES: PAY \$6 FOR EACH BUSINESS (MAX \$400) YOU OWN. MONEY GOES TO THE OWNER OF THE GASWORKS.
- NEW GAS PIPES: PAY \$10 FOR EACH BUSINESS YOU OWN. MONEY GOES TO THE OWNER OF THE GASWORKS.
- UPGRADE PHONE LINES: PAY \$6 FOR EACH BUSINESS (MAX \$400) YOU OWN. MONEY GOES TO THE OWNER OF THE TELECOMS COMPANY.
- UPGRADE PHONE LINES: PAY \$10 FOR EACH BUSINESS YOU OWN. MONEY GOES TO THE OWNER OF THE TELECOMS COMPANY.

“UTILITY COMPENSATION” CARDS

You only need to worry about these cards if you own the utility in question. If you draw these cards, you will not collect the usual usage fees on the following day.

- IF YOU ARE THE OWNER OF THE WATER WORKS, COMPENSATE CUSTOMERS FOR WATER CONTAMINATION: NO CHARGE FOR WATER TOMORROW.
- IF YOU ARE THE OWNER OF THE ELECTRIC COMPANY, COMPENSATE CUSTOMERS FOR BROWNOUTS: NO CHARGE FOR ELECTRICITY TOMORROW.
- IF YOU ARE THE OWNER OF THE GASWORKS, COMPENSATE CUSTOMERS FOR GAS LEAKS: NO CHARGE FOR GAS TOMORROW.
- IF YOU ARE THE OWNER OF THE TELECOMS COMPANY, COMPENSATE CUSTOMERS FOR DROPPED LINES: NO CHARGE FOR TELECOMS TOMORROW.

“UTILITY REFUND” CARDS

You only need to worry about these cards if you own the utility in question. If you draw them, you will pay your opponents for each of their businesses that use the utility in question.

- IF YOU ARE THE OWNER OF THE WATER WORKS, COMPENSATE CUSTOMERS FOR WATER CONTAMINATION: REFUND TO EACH PLAYER \$10 FOR EACH OF THEIR BUSINESSES THAT USE WATER.
- IF YOU ARE THE OWNER OF THE ELECTRIC COMPANY, COMPENSATE CUSTOMERS FOR BROWNOUTS: REFUND TO EACH PLAYER \$10 FOR EACH OF THEIR BUSINESSES THAT USE ELECTRICITY.
- IF YOU ARE THE OWNER OF THE GASWORKS, COMPENSATE CUSTOMERS FOR GAS LEAKS: REFUND TO EACH PLAYER \$10 FOR EACH OF THEIR BUSINESSES THAT USE GAS.
- IF YOU ARE THE OWNER OF THE TELECOMS COMPANY, COMPENSATE CUSTOMERS FOR DROPPED LINES: REFUND TO EACH PLAYER \$10 FOR EACH OF THEIR BUSINESSES THAT USE TELECOMS.

CH 2: Building Your Empire

“BUILDING REPAIR” CARDS

These cards require you to pay extra money based on the quality of your buildings.

Notice that high-quality buildings never have to pay for repairs. In addition, low-quality buildings both cost more to repair and require repairs more often than medium-quality buildings.



- **MAKE GENERAL REPAIRS:** PAY \$20 FOR EVERY MEDIUM-QUALITY BUILDING YOU OWN.
- **MAKE GENERAL REPAIRS:** PAY \$30 FOR EVERY LOW-QUALITY BUILDING YOU OWN.
- **MAKE GENERAL REPAIRS:** PAY \$40 FOR EVERY LOW-QUALITY BUILDING YOU OWN.

“RESTOCKING” CARDS

These cards affect the restocking of your stores.

- **HALF PRICE STOCK PURCHASE:** 50% OFF YOUR NEXT RESTOCKING IN ALL STORES.
- **SPECIAL RE-STOCK:** SELECT ONE OF YOUR BUSINESSES FOR A ONE-OFF STOCK REORDERING. THE STORE WILL BE INSTANTLY RESTOCKED AT NO COST.
- **STOCK SHORTAGE:** NEXT TIME YOUR STORES GET RESTOCKED THEY WILL ONLY RECEIVE 50% OF THE STOCK ORDERED.

“GOOD PUBLICITY” CARDS

These cards are used on your own stores or blocks to increase the sales of your businesses.

- **SHOPPING CENTER PUBLICITY:** SELECT A CITY BLOCK; TRIGGERS A ONE-DAY ADVERTISING CAMPAIGN FOR THE CHOSEN CITY BLOCK.
- **STORE PUBLICITY:** SELECT ONE OF YOUR STORES TO PROMOTE; WILL INCREASE ITS APPEAL TO EACH CITIZEN THAT IS INTERESTED IN THE GOODS SOLD.

“MESS WITH YOUR NEIGHBOR” CARDS (STORE LEVEL)

These cards target one of your opponents' stores and cause some sort of disruption.

- **STORE STRIKE:** SELECT AN OPPONENT'S STORE; FORCES THE STORE TO CLOSE FOR THE REMAINDER OF THE DAY.
- **PRICE ADJUSTER:** SELECT AN OPPONENT'S STORE. YOU CAN SECRETLY ADJUST THE PRICE OF ONE COMMODITY UP OR DOWN.

- STOCK WRITE-OFF: SELECT AN OPPONENT'S STORE. ALL REMAINING STOCK IN THAT STORE IS INSTANTLY WRITTEN OFF.
- HOSTILE TAKEOVER: SELECT AN OPPONENT'S STORE THAT YOU WISH TO BUY OUT. YOU WILL PAY A SUM TO THE CURRENT OWNER EQUAL TO THE CURRENT BUSINESS VALUE OF THE STORE.

“MESS WITH YOUR NEIGHBOR” CARDS (BLOCK LEVEL)

These cards affect all businesses on a given block.

- INFLATED PRICES: SELECT AN OPPONENT'S BLOCK; AFFECTS EVERY CITIZEN'S PERCEPTION OF COMMODITY PRICES ON THE AFFECTED BLOCK. EFFECTS EXPIRE AT END OF CURRENT DAY.
- BAD PUBLICITY: SELECT AN OPPONENT'S BLOCK; REMOVES EVERY CITIZEN'S AWARENESS OF THE SELECTED BLOCK. EFFECTS EXPIRE AT END OF CURRENT DAY.
- EARLY LEASE EXPIRE: SELECT A BLOCK YOU OWN; FORCES THE LEASE AGREEMENTS THAT ARE CURRENTLY IN PLACE TO EXPIRE.
- FORCE A BLOCK TO AUCTION: SELECT AN OPPONENT'S BLOCK, WHICH WILL BE FORCED TO AUCTION. THE CITY WILL PROVIDE THE OPENING BID (50% OF BLOCK VALUE).



CH 3: General Strategy



GENERAL STRATEGY

Now that you've learned most of the basics of the *Monopoly Tycoon* game, it's time to put everything together. This chapter provides a blueprint for success, as well as tips on specific aspects of the game.

Chapters 4 through 7 walk you through specific single-player scenarios, but before starting those—it will give you a good foundation and teach you how to proceed in a typical scenario. Then, you can refer to the walkthroughs for scenario-specific advice.

GENERATING INCOME

There are several ways of generating income in the *Monopoly Tycoon* game. Some are more suitable than others for the single-player game. Here's a brief look at each method, with notes on when to focus on each.

RAILROADS AS THE CORNERSTONE

Our strategies for the single-player game often begin with the purchase of railroads. If you capture all four railroads early in the game, you'll assure yourself a solid, consistent source of income that gives you a leg up on the competition.

The key is to get all four railroads; they have a multiplying effect, generating more income as you acquire more of them.

**BUY UP THE RAILROADS
AT THE BEGINNING OF
ALMOST EVERY SCENARIO.**



In a typical single-player scenario, if you immediately auction and buy all four railroads one after the other, you can expect to pay a total of about \$8,000. This money is made back very quickly.

SOMETIMES YOUR OPPONENTS WILL BID UP THE RAILROADS.

Generally, you'll either want to grab the railroads early in the game, or ignore them altogether. Taking them early allows you to collect income over a longer period of time, while taking them later is much less effective.



Tip

THE GUARANTEED INCOME FROM OWN-
ING ALL FOUR RAILROADS IS \$3,200 A
DAY. PLUS, YOU'LL RECEIVE A VARIABLE
EXTRA AMOUNT FROM TICKET SALES
(OFTEN BETWEEN \$150 AND \$800).

INCOME FROM UTILITIES

Utilities are particularly useful in multiplayer games; Chapter 8 devotes a good deal of attention to the benefits of utilities.

In a single-player game, utilities are still useful, but they aren't the all-powerful juggernauts that they are in multiplayer.

We generally recommend buying railroads first in the single-player game, and then focusing on the utilities later. Since the utilities' earning power is directly based on the number of businesses that use their services, the utilities' earning potential is much greater later in the game. Buying them immediately is therefore not terribly useful.

BUY UP THE UTILITIES WHEN YOU HAVE THE MONEY.



BUILDING STORES

A good rule of thumb is to build the most profitable stores first. As explained in Chapter 2, the most profitable stores are the ones that sell the most expensive commodities.

For example, the results from a poll on Connecticut Avenue show both newspapers and clothing are in demand. Build a store for clothing first, even though there may be slightly more demand for newspapers. When you have more money in the bank, you can go after the smaller, less profitable markets.

BOTH NEWSPAPERS AND CLOTHING ARE IN DEMAND ON CONNECTICUT AVENUE.



You'll build stores in almost every game, but as you'll see when you read our walkthroughs, building stores doesn't need to be the cornerstone of your strategy. Buying utilities, railroads, and opponents' stores can be an excellent path to wealth, as well.

CH 3: General Strategy

BUYING STORES

You can buy stores that are owned by either the city or your opponents. To buy a store, you need to lease the block it's situated upon.

Buying out opponents' stores is almost always a good idea in the single-player game. This is especially the case if you get a monopoly first, because this allows you to buy the business at a very favorable price. Buying businesses on blocks where you *don't* have a monopoly is expensive (you pay more than the business's value), but it's still often worth it—especially if you target your closest opponent's stores, thus depriving him or her of wealth.



**CREATE A MONOPOLY
AND BUY OUT YOUR
OPPONENTS' STORES.**

In fact, in many single-player missions, you can get by with very minimal construction. Instead, simply buy your opponents' most profitable businesses. If you do this enough, and have income from railroads and utilities as well, you're certain to put yourself in a position to win.



Tip

**IF YOU'RE AHEAD IN THE SINGLE-PLAYER GAME, DON'T
ALLOW YOUR OPPONENTS TO BUY THE LEASE ON ANY
BLOCKS WHERE YOU OWN STORES—AND NEVER, EVER LET
THEM GET A MONOPOLY. THIS WILL KEEP THEM DOWN AND
PREVENT THEM FROM BUYING OUT YOUR BUSINESSES.**



RENEWING LEASES

Leases expire after 25 years (five game days). As leases expire, you face the decision of whether to renew them.

**OFTEN, YOU'LL WANT TO
RENEW YOUR LEASES,
ESPECIALLY ON RAIL-
ROADS AND UTILITIES.**



If the end of the scenario is approaching, you may not want to renew your leases. In this situation, you may not have time to get your money back out. However, if your opponents start an auction to lease a property where you have stores, outbid them if you can.

Don't worry too much about expiring railroad and utility leases near the end of a scenario unless one opponent stands a chance of getting all four; the opponent won't be able to profit much from them in such a short timeframe. The exception to this is in the "Empire Value" scenarios, where your leases on the railroads and utilities have intrinsic worth because they count toward your Empire Value.

GENERAL FORMULA FOR SINGLE-PLAYER SCENARIOS

We follow a fairly simple formula in most single-player scenarios. We'll explain this formula in the next few paragraphs, and then discuss variations on the formula. The variations are used in specific scenarios depending on what the victory condition for those scenarios are.

The formula is as follows:

- BUY ALL FOUR RAILROADS BEFORE 6 A.M. IN 1935.
- WHILE WAITING FOR THE RAILROADS, BUILD ONE OR TWO PROFITABLE STORES—BUT DON'T SPEND OVER \$2,000 ON THEM.
- IF OUT OF DEBT IN 1935, BUY UTILITIES. OTHERWISE, WAIT UNTIL OUT OF DEBT BEFORE BUYING THEM.
- BUILD A FEW MORE STORES HERE AND THERE, AS PERMITTED BY YOUR BANK ACCOUNT.
- BUY UP MONOPOLIES ON ALREADY DEVELOPED LAND—ESPECIALLY THOSE BUILT UP BY YOUR CLOSEST OPPONENT(S).
- WHEN A MONOPOLY IS ACHIEVED, BUY OUT OF YOUR OPPONENT'S STORES ON THAT TERRITORY.
- AFTER TAKING OVER A GOOD CHUNK OF YOUR CLOSEST OPPONENT'S EMPIRE, SELECT AN UNDEVELOPED BLOCK OR THREE AND BUILD YOUR OWN DEVELOPMENT COMPLETE WITH APARTMENTS, SHOPS, AND HOTELS.

That, in essence, is our single-player formula. It's simple but powerful. Depending on the length and difficulty of the scenario, you might not get to all of these steps; instead, you may very well win after completing the first few!

There are a few modifications to this formula, which depend on the victory conditions of the scenario you're playing. The following sections explain them.



CH 3: General Strategy

LAST MAN STANDING SCENARIOS



The Last Man Standing scenarios add voting to the mix. In true “Last Man Standing” scenarios, a vote is held every third day. The player that’s least popular (the player with the fewest votes) gets kicked out. This process continues until only one player remains: The winner.

**THE LEAST POPULAR
PLAYER IS VOTED OUT
IN LAST MAN STANDING.**

Another variant is the Race for Mayor scenario, in which periodic votes are also held. In this case, however, nobody gets kicked out. The winner of each vote gets a rosette (a token of victory), and when one player has collected a certain number of rosettes, he or she wins.

**THE CITIZENS OF *MONOPOLY*
CITY DECIDE WHOM THEY LIKE
BEST, AND AWARD A ROSETTE IN
RUN FOR MAYOR SCENARIOS.**

These games require you to be popular. Being popular is very closely tied in with being successful at business, so you don’t need to change your strategy too much. However, we do recommend two things.

First, be even more careful than usual to keep your opponents down. Don’t let them lease anything if possible; bid extra aggressively on auctions, and take over their businesses instead of buying your own.



Second, occasionally add landscaping to your blocks. (These are the only scenarios where we bother to landscape!) You don’t need to do much. This is often sufficient to sway the vote.



**CONSIDER BUILDING SOME
LANDSCAPING TO INCREASE
YOUR POPULARITY.**

DAILY PROFIT SCENARIOS

Daily Profit scenarios challenge you to make a certain amount of money in one day. In such scenarios, you should follow the typical formula until you're fairly sure that you can earn the target profit. At that point, go nuts. Build stores, lease blocks, and generally go on a spending spree. Just be sure that you're done before midnight!

When midnight rolls around, stop. Just sit on your hands for the next day, and let the profits roll in. Don't buy anything, since that would diminish your profit for the day!

Railroads and utilities are key to these scenarios. They give you steady income every day but don't take any upkeep beyond their initial cost (which will occur on a different day than the one you're trying to make your goal profit).

It's important to realize that you don't have to be out of debt in order to win these scenarios; it's all about the difference in your bank account from the start of the day to the end of the day. Therefore, you can go into severe debt on the day before and still win the scenario.

TARGET EMPIRE VALUE SCENARIOS

Target Empire Value scenarios reward the player with the highest Empire Value. Sometimes there's a target Empire Value, and the first player to reach it is the winner. Other times, the game has a specified time frame, and the player with the highest Empire Value at the end of this time is the winner.

Empire Value is a total measure of wealth; it includes not only cash, but also businesses, leases, and utilities. Because everything is included in this measure, you don't have to worry about building up cash or holding back on construction. It's simply a matter of building up quickly.

Since value is key in these scenarios, you should look especially hard for good deals. In particular, you should only buy out opponents' businesses when you have a monopoly! Since you can buy businesses for less than their value in spots where you have a monopoly, your Empire Value will immediately increase with each purchase.

In fact, it's even a good idea to buy out your opponents' not-so-profitable businesses in places where you have a monopoly. They're still worth more than you'll pay for them. Try not to take losses though; set prices in less-profitable stores to at least break-even levels.

SALES SCENARIOS

Sales scenarios are won by the player who sells the most items. It doesn't matter if those sales were particularly profitable; in fact, they can even be unprofitable. They just have to be sales.

Follow the usual strategy in these missions until you have a fair amount of cash. After you've attained steady cash flow, you might want to focus on lower-end businesses (such as Dairy Stores and Newsstands), which generate lots of small sales, as opposed to stores that stock and sell fewer items.



CH 3: General Strategy

An extreme tactic in these scenarios is to build a huge Ice Cream Parlor on a busy, low-prestige block, and set the price of ice cream to 10 cents! This tactic will lose a bit of money but generate lots of sales. (Be sure not to do this until you have profits rolling in from other sources!)



DEALING WITH FINANCIAL TROUBLES

This chapter closes with a few important tips on avoiding financial crises. Always remember: Being in debt for two days in a row will cause you to lose!

START AUCTIONS AFTER 7:20 P.M.

Starting an auction after 7:20 p.m. ensures that it won't actually happen until after midnight—in other words, the auction happens at the start of the next day. This way, if you go into debt during the auction, you'll have nearly two full days to climb back out of debt.

On the other hand, if you go into debt near the end of a day, you'll get slapped with a solvency warning almost immediately, and you'll have to be very careful not to be in debt on the next midnight check.

Ultimately, the “start auctions after 7:20 p.m.” rule is all about buying time and giving yourself some extra breathing room. It allows you to freely bid as high as you need to, knowing full well that you'll have two full days to fix your financial situation.

AN AUCTION STARTED AT 7:20 P.M.
WILL OCCUR JUST AFTER THE MID-
NIGHT SOLVENCY CHECK.



REFRAIN FROM EXCESSIVE BUILDING

It may be an obvious statement, but we'll say it anyway: Stop building or buying new businesses if you're in dire financial straits. This requires extra patience when you're waiting for a railroad or utility auction to come due and you'd like to do something in the meantime. Money is tight in the game's early stages, so often you can't build too much while you're waiting for those auctions to come due. Learn to be patient and you'll be a better player.

USE CHANCE CARDS AS A LAST RESORT

Chance Cards are just as likely to hurt your finances as to help them. Here are few simple rules for using them near the all-important midnight hour:

1. IF MIDNIGHT APPROACHES AND YOU'VE JUST BARELY OUT OF DEBT (SAY, YOU HAVE A TOTAL OF \$50 TO YOUR NAME), NEVER USE A CHANCE CARD. IF THE CARD IS NEGATIVE AND IT COSTS YOU MONEY, YOU MIGHT GO INTO DEBT AND FAIL YOUR SOLVENCY CHECK.
2. IF MIDNIGHT'S APPROACHING AND YOU'RE A COUPLE HUNDRED DOLLARS IN DEBT, YOU CAN USE A CHANCE CARD AS A LAST RESORT. IF IT'S A BENEFICIAL CARD, YOU MIGHT JUST WIN ENOUGH MONEY TO GET OUT OF DEBT BEFORE THE SOLVENCY CHECK.
3. FINALLY, IF MIDNIGHT IS APPROACHING AND YOU'RE IN GOOD FINANCIAL SHAPE—BUT ONE OF YOUR OPPONENTS ISN'T—TRY THE CHANCE CARD. IF IT'S A CARD THAT LETS YOU ZING YOUR OPPONENT, YOU MIGHT BE ABLE TO KNOCK HIM OR HER INTO DEBT JUST BEFORE MIDNIGHT AND MAKE HIM OR HER FAIL THE SOLVENCY CHECK. ON RARE OCCASIONS, THIS PLOY CAN EVEN WIN YOU THE GAME OUTRIGHT!



CH 4: Scenarios 1-4

WALKTHROUGH: SCENARIOS 1-4



The first four scenarios are quite relaxed; in fact, the first two scenarios don't feature any competition at all! Beating them is simply a matter of not beating yourself. Still, they provide a good opportunity to practice the general techniques that you'll use time and again throughout the game.

You can beat these scenarios by using a wide variety of techniques, so think of our strategies as recommendations rather than strict guidelines.

Our strategies are proven at the Gold Cup difficulty, which is the level we recommend for most players.

SCENARIO 1: STARTING OUT

■ GOLD CUP STARTING FUNDS:	\$10,000
■ SILVER CUP STARTING FUNDS:	\$12,000
■ BRONZE CUP STARTING FUNDS:	\$15,000
■ NUMBER OF OPPONENTS:	0
■ START DATE:	1930

SCENARIO DESCRIPTION

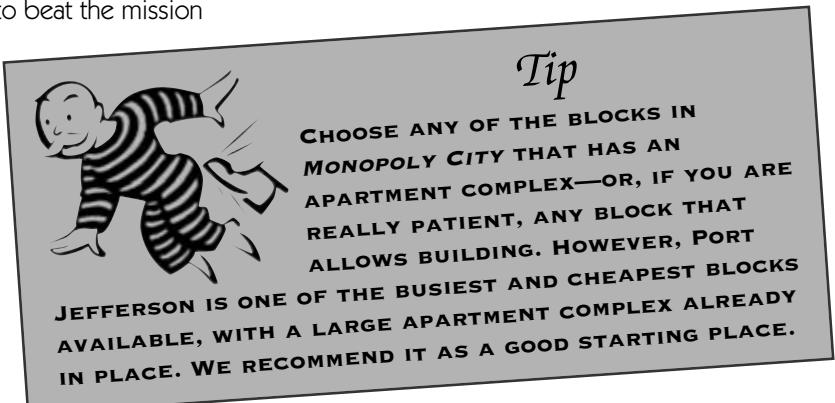
Make at least 100 sales to complete this level. You need to build businesses in order to make sales; there are no other players, so there is no pressure.

VICTORY CONDITION

Make 100 sales; it's as simple as that. You can obviously win this scenario without our walkthrough, but our walkthrough *will* help you to beat the mission very quickly.

WALKTHROUGH

As soon as the mission starts, switch to City View. Select Port Jefferson.





PORT JEFFERSON ALREADY HAS A LARGE APARTMENT COMPLEX THAT IS OWNED BY THE CITY.

Switch to Block View, and then click on the Commission Poll option.



COMMISSION A POLL TO DETERMINE WHAT THE CITIZENS ARE BUYING.

Tip

COMMISSIONED POLLS ARE VERY USEFUL IN THE *MONOPOLY TYCOON* GAME. USE THEM EXTENSIVELY IN EACH SCENARIO. THEY ARE YOUR LINK TO THE TRENDS IN THE MARKETPLACE; WITHOUT THEM, YOU'D HAVE NO IDEA WHAT BUSINESSES TO BUILD.



Referring to the poll results, build a 2x2, low-quality store for each of the three highest-ranked daytime commodities.

Tip

WHEN WE SAY "2X2," WE MEAN THIS: AS YOU DRAG A FOOTPRINT FOR THE BUILDING IN CONSTRUCTION MODE, MAKE IT TWO UNITS BY TWO UNITS.



WHEN WE SAY "LOW QUALITY," WE REFER TO CONSTRUCTION QUALITY. LOW-QUALITY BUILDINGS ARE CHEAPER TO BUILD THAN HIGH-QUALITY BUILDINGS.

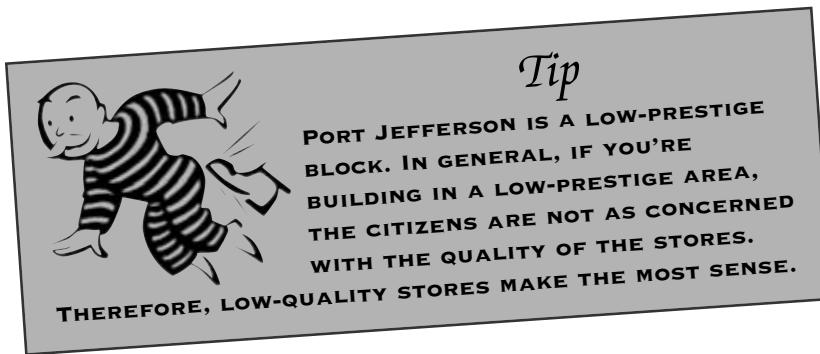
CH 4: Scenarios 1–4



PLACE YOUR FIRST DAY BUSINESS ADJACENT TO THE APARTMENT BUILDING.



PLACE THE OTHER TWO DAY-TIME BUSINESSES NEARBY.



When you've finished placing your day businesses, add another low-quality structure, this one devoted to the highest-ranked nighttime business (from the poll).



PLACE THE NIGHT BUSINESS ON THE NEXT BLOCK IF YOU RUN OUT OF ROOM.

Once you've completed construction, sit back and watch the sales pour in. You should have enough sales by the end of the day to win the game.

Not too tough, huh? Don't worry, the challenge will ramp up soon.

SCENARIO 2: A HOMELY CITY

► GOLD CUP STARTING FUNDS:	\$10,000
► SILVER CUP STARTING FUNDS:	\$12,000
► BRONZE CUP STARTING FUNDS:	\$15,000
► NUMBER OF OPPONENTS:	0
► START DATE:	1930

SCENARIO DESCRIPTION

This scenario is very similar to the last one; the winning conditions are based on total sales, and you have no opponents to deal with. This time, however, there are no preexisting apartment buildings. You need to provide housing for the citizens before they can start shopping.

THERE ARE NO PREEXISTING APARTMENTS AT THE START OF THIS SCENARIO.

**VICTORY CONDITION**

Make 100 sales. Sound familiar? The added wrinkle is that you need to create housing before you can start building shops. The housing won't *directly* help your sales total (i.e. rentals don't count as sales for the purpose of winning the mission), but it *will* provide your shops with customers.

**WALKTHROUGH**

As soon as the mission starts, switch to City View and select Port Jefferson. Build a 3x4, eight-story, low-quality apartment building. Now, wait until some people move in.

BUILD AN APARTMENT BUILDING TO HOUSE YOUR FUTURE CUSTOMERS.

CH 4: Scenarios 1–4



Tip

AGAIN, YOU COULD HAVE CHOSEN ANY BLOCK THAT ALLOWS CONSTRUCTION. HOWEVER, PORT JEFFERSON WILL ONCE AGAIN MEET YOUR NEEDS QUITE NICELY.
IT'S SO CHEAP—AND WE LOVE CHEAP!



Once you have people in your apartment building, switch back to City View. Commission a poll to see which commodities are in demand.

CONDUCT A COMMISSION POLL TO SEE WHAT'S HOT.



On Port Jefferson, build 2x2 low-quality stores for the four highest-ranked daytime commodities, and a medium-sized low-quality building (2x3 or 3x3) of the highest-ranking nighttime business.

PLACE THE DAYTIME BUSINESSES NEAR THE APARTMENT BUILDING.



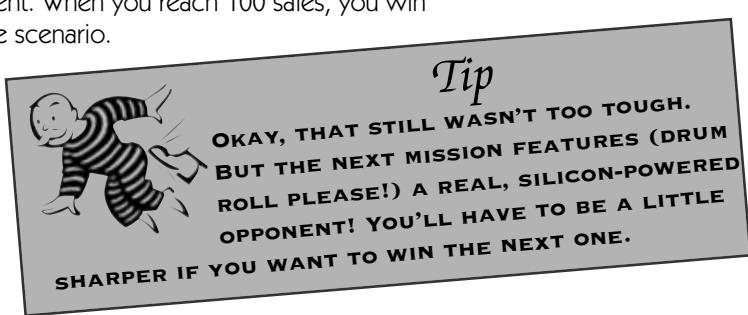
Tip

IF YOU WANT TO SPREAD OUT, BUILD YOUR NIGHTTIME BUSINESS ON HEMPSTEAD HARBOR, ONE BLOCK EAST OF PORT JEFFERSON.



YOU CAN PLACE YOUR NIGHT BUSINESS ON PORT JEFFERSON, OR NEXT DOOR ON HEMPSTEAD HARBOR.

After the construction of your buildings is complete, it will only take a day or two for you to meet your sales requirement. When you reach 100 sales, you win the scenario.



SCENARIO 3: COMPETE FOR SALES

■ GOLD CUP STARTING FUNDS:	\$10,000
■ SILVER CUP STARTING FUNDS:	\$12,000
■ BRONZE CUP STARTING FUNDS:	\$15,000
■ NUMBER OF OPPONENTS:	1
■ START DATE:	1930

SCENARIO DESCRIPTION

200 sales is your goal. Just as in the first scenario, you'll need to build a variety of stores—but this time there's another player in the game. Your opponent will try to reach the 200 sales mark before you do. This means it's important to quickly build the shops with goods in high demand.

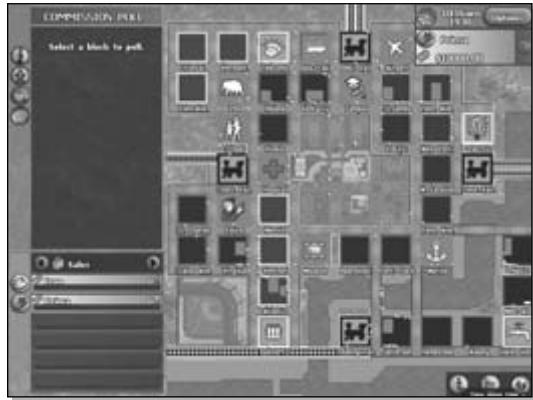
THIS TIME, YOU HAVE
AN OPPONENT TO
WORRY ABOUT.



CH 4: Scenarios 1–4

VICTORY CONDITION

Be the first to make 200 sales. This shouldn't be a problem if you follow our walkthrough.



WALKTHROUGH

When the scenario starts, switch to City View. Look for a busy block with an apartment building on it. In this example, we'll use Port Jefferson.

SWITCHING TO CITY VIEW REVEALS SEVERAL PRE-CONSTRUCTED APARTMENTS.

Conduct a poll on your chosen apartment complex, to figure out what the tenants would like to buy.

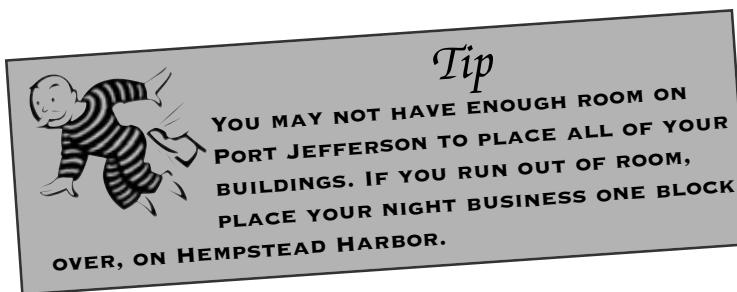


COMMISSION A POLL TO REVEAL THE TOP COMMODITIES.



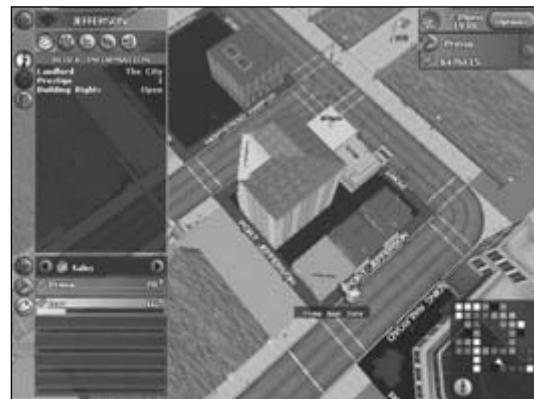
Build five small (2x3), low-quality daytime businesses, one for each of the top five daytime business commodities. Then, build a medium-size, low-quality building to house the top night business.

BUILD STORES FOR THE COMMODITIES IN HIGH DEMAND.



A NIGHT BUSINESS ON HEMPSTEAD HARBOR WILL GIVE YOU A PIECE OF THE EVENING MARKET.

After you place all of your buildings, switch the Player Comparison panel to "Sales" and watch your sales grow. If you chose the right buildings, you'll be well ahead of your opponent all day. When you've sold 200 items, you win.



SIT BACK AND WATCH THE SALES ROLL IN.

SCENARIO 4: \$3,000 DAILY PROFIT

■ GOLD CUP STARTING FUNDS:	\$5,000
■ SILVER CUP STARTING FUNDS:	\$6,500
■ BRONZE CUP STARTING FUNDS:	\$8,000
■ NUMBER OF OPPONENTS:	2
■ START DATE:	1930



CH 4: Scenarios 1–4



As this scenario begins, many of the city's blocks are already populated with stores and apartment buildings. In addition, there are three opponents who will try to make their \$3,000 profit before you do.

YOU HAVE TWO OPPONENTS TO DEAL WITH IN THIS SCENARIO.

One of our approaches to this scenario is to look for pre-existing business opportunities, then buy up and expand our own shopping center. The other approach is to forget about shopping altogether and just go for the railroads.

We'll describe both strategies in the walkthrough, so you can pick whichever is right for you.

VICTORY CONDITION

Be the first to make a profit of \$3,000 in a single day. You have two opponents to worry about this time, not just one.

It's important to realize that your goal is not to necessarily amass a lot of cash or even to be out of debt. At the end of the day, you simply have to end up \$3,000 ahead of where you started at the beginning of the day. If you start the day at -\$2,000, therefore, and end up with +\$1,000, you'll win the scenario!

WALKTHROUGH

This walkthrough is actually two walkthroughs, both of which will work. Read about both and try whichever one appeals to you!

THE OLD-FASHIONED WAY

At the beginning of the scenario, there are several blocks owned by the city. Check out the businesses located on each. In our example, New York Avenue is built up with several nighttime businesses, but no daytime businesses are nearby.



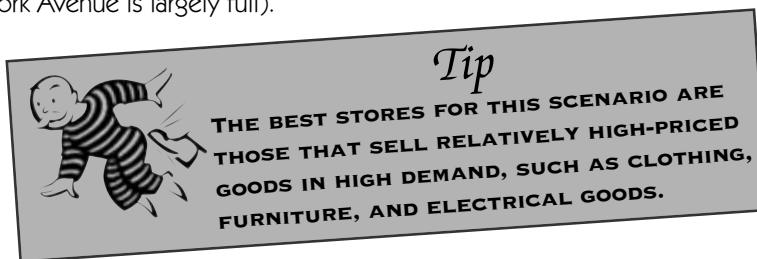
NEW YORK AVENUE CONTAINS
SEVERAL NIGHTTIME BUSINESSES,
BUT NO DAYTIME BUSINESSES.



Commission a poll and see what commodities are in demand for New York Avenue (or whichever block you choose).

A POLL REVEALS WHAT COMMODITIES ARE IN DEMAND.

Next, build stores that sell each of the top few commodities; build them on Tennessee Avenue (since New York Avenue is largely full).



BUILD SEVERAL STORES ON TENNESSEE AVENUE.

Adjust the prices in your stores as necessary to make sure they're turning a profit.



MAKE SURE YOUR INVENTORY IS MOVING.

CH 4: Scenarios 1–4

Switch back to City View and look for another block that's been built up. In this example, Virginia Avenue is full of daytime stores, but there are no nighttime businesses nearby.



VIRGINIA AVENUE HAS BEEN BUILT UP WITH DAYTIME BUSINESSES.

Commission a poll to see what nighttime commodities are hot, and then build a few stores on States Avenue for those commodities.



PLACE POPULAR NIGHT-TIME BUSINESSES ON STATES AVENUE.



AUCTION AND BUY PORT JEFFERSON.



When all three blocks are in your possession, buy out the most profitable but reasonably priced businesses located on those three blocks.

**BUY OUT SOME OF THE
BUSINESSES LOCATED
ON ALBANY DOCK.**

Tip

**YOU MAY WISH TO WAIT UNTIL AFTER 6 A.M.
TO BUY OUT THE BUSINESSES. THAT WAY
YOU CAN COLLECT RENT ON THEM BUT STILL
GET THE FULL BENEFIT OF THE ENTIRE
SHOPPING DAY, WHICH STARTS AT 9 A.M.**



Tip

**TO BOOST SALES, YOU MAY WANT TO
CONSTRUCT AN ADDITIONAL APART-
MENT BUILDING ON YOUR NEWLY
ACQUIRED PROPERTY.**



**CONSIDER PLACING AN
APARTMENT BUILDING ON
HEMPSTEAD HARBOR.**



Continue watching closely over your stores, and looking for opportunities to construct or buy more successful businesses.

CH 4: Scenarios 1–4



Tip

YOUR OPPONENTS MAY DECIDE TO TAKE BLOCKS TO AUCTION. IT'S UP TO YOU AND YOUR BANK ACCOUNT AS TO WHETHER YOU WANT TO PARTICIPATE.

When you make \$3,000 in one day, you win the scenario.



YOU WIN!

AUCTION MANIA.

This is the alternate way to win. When the scenario starts, immediately start an auction on the Shortline Railroad.



Tip
IT REALLY DOESN'T MATTER WHICH RAILROAD YOU BUY FIRST; YOU'LL BE BUYING ALL OF THEM EVENTUALLY.



When the auction occurs, bid as much as necessary to buy the Shortline railroad.

THE FIRST ORDER OF BUSINESS IS TO ACQUIRE THE SHORTLINE.



Tip

YOU MAY NEED TO OUTBID A TENACIOUS OPPONENT; HOWEVER, THE BIDDING WILL PROBABLY NOT GO MUCH OVER \$1,200.



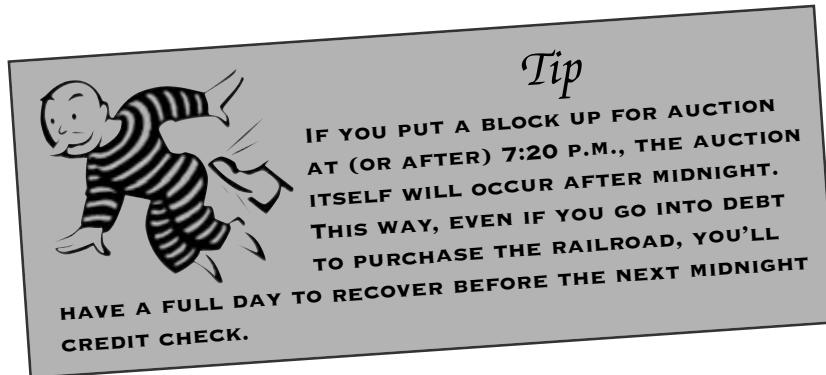
ONE OR MORE OF YOUR OPPONENTS MAY TRY TO BUY THE RAILROADS.

The instant that the auction is over, start another auction, this time on Pennsylvania Railroad. Bid as much as necessary to buy the railroad.

START AN AUCTION ON THE PENNSYLVANIA RAILROAD.



As soon as the Pennsylvania Railroad auction is over, check the time of day. If the time is 7:20 p.m. or later, immediately start an auction on the Reading Railroad.



Buy the Reading Railroad when the auction comes due.

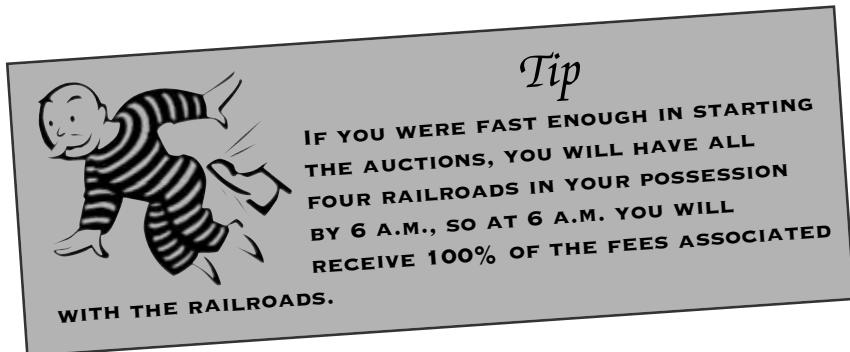
CH 4: Scenarios 1–4



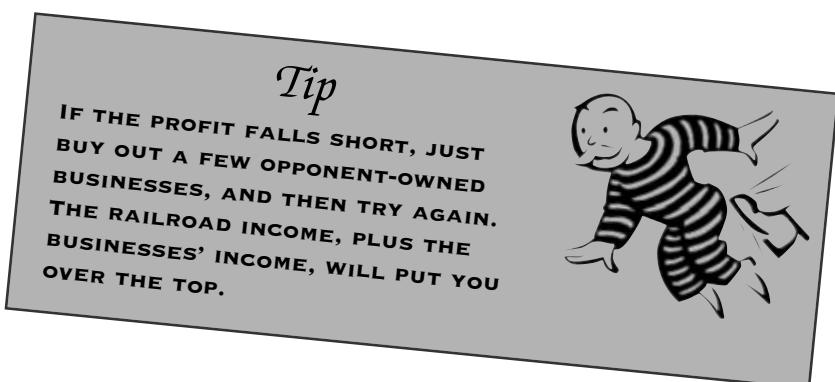
START AN AUCTION FOR THE READING RAILROAD AFTER 7:20 P.M.



Finally, once the Reading Railroad auction is over, start an auction on the B&O Railroad. Buy the B&O Railroad.



The combined fees from all four railroads should exceed \$3,000. As soon as you collect the fees from the railroads, you win the scenario.



WALKTHROUGH: SCENARIOS 5-8

These next four scenarios are considerably more challenging than the first four. You'll face a variable number of opponents based on the difficulty level you're playing at. Since there's competition, you'll need to refine your techniques. Follow our walkthroughs carefully to succeed in these four scenarios.

SCENARIO 5: FIRST TO BE WORTH \$20,000

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	3
◆ BRONZE CUP NUMBER OF OPPONENTS:	2
◆ START DATE:	1930

SCENARIO DESCRIPTION

In this scenario, your goal is to be the first with an Empire Value of \$20,000. The value of your empire will include the value of your businesses, any properties you own, plus the cash in your bank account.

This time you have many opponents to deal with.

**YOU HAVE SEVERAL OPPONENTS
IN THIS SCENARIO.**



Our approach to this scenario is fairly straightforward: buy up the railroads for starting cash, then branch out into the low-prestige blocks, and, finally, move to the higher-prestige areas.

VICTORY CONDITION

Be the first player to be worth \$20,000. Again, note that Empire Value is the important thing, not cash. You can have considerably less than \$20,000 in cash and still win the scenario.



CH 5: Scenarios 5–8



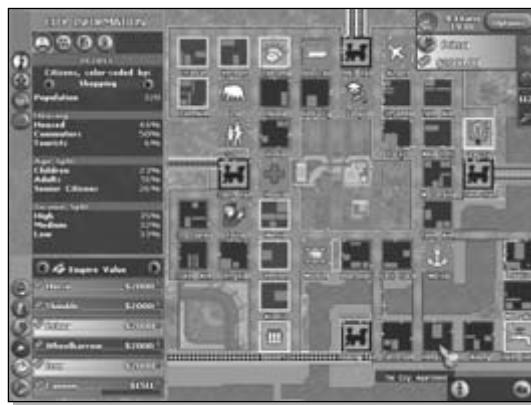
WALKTHROUGH

The first thing you'll do in this scenario (and most subsequent scenarios) is to buy the railroads. As soon as the scenario starts, put the Shortline up for auction.

FIRST, START AN AUCTION FOR THE SHORTLINE RAILROAD.

While you're waiting for that auction to start, switch to City View. You'll notice that many of the blocks have apartments and a few stores already built. Your opponents will begin building a few stores here and there.

AT THE START OF THE SCENARIO,
MONOPOLY CITY IS ALREADY A
BUSTLING METROPOLIS.



Look for an inexpensive block with an apartment building and very few or no stores. Many times, Hempstead Harbor and/or Vermont Avenue will fit this description. In this walkthrough, we'll start with Hempstead Harbor.



From the City View, commission a poll on Hempstead Harbor. Build small- to medium-size stores for the top few commodities. Don't spend more than \$2,000 on this.



HEMPSTEAD HARBOR
LOOKS LIKE A GOOD
PLACE TO START.



Tip
THE NUMBER OF STORES YOU BUILD
DEPENDS ON WHICH COMMODITIES ARE IN
DEMAND. THE IMPORTANT THING IS NOT TO
SPEND TOO MUCH MONEY. IF YOU SPEND TOO
MUCH YOU'LL GET A WARNING AT MIDNIGHT AND YOU
WON'T BE ABLE TO CRAWL OUT OF DEBT THE NEXT DAY.

Watch your stores on Hempstead Harbor and make sure your goods are moving. Adjust prices as necessary.



ADJUST THE PRICES IN YOUR
STORES TO MAKE SURE YOUR
GOODS ARE MOVING.



Soon, it will be time for the Shortline Railroad auction. Outbid any opposition and buy the Shortline. The instant that auction is complete, start an auction on the Pennsylvania Railroad.

PUT THE PENNSYLVANIA
RAILROAD UP FOR AUCTION.

CH 5: Scenarios 5–8



Tip

THOUGH IT'S TEMPTING TO BUILD MORE STORES WHILE YOU WAIT FOR THE AUCTIONS TO HAPPEN, HOLD OFF FOR NOW. YOU'LL NEED THE MONEY TO PURCHASE THE RAILROADS.



When it's time for the Pennsylvania Railroad auction, outbid any opposition and buy the railroad. Then start an auction on the Reading Railroad and buy it. Finally, auction and buy the B&O Railroad.

Tip

YOU WILL GO INTO DEBT WITH THE ACQUISITION OF THE FOUR RAILROADS. WITH ANY LUCK, THE BUSINESSES ON HEMPSTEAD HARBOR WILL HELP MAKE UP THE DIFFERENCE. IF YOU DIDN'T OVERSPEND WHILE CONSTRUCTING YOUR STORES, YOUR DEBT AT 6 A.M. (AFTER YOU COLLECT THE RAILROAD FEES) SHOULD BE MANAGEABLE.



YOUR DEBT SHOULD BE FAIRLY SMALL AFTER 6 A.M.



Now that you have a firm base of income from the railroads, expand your empire. Depending on the competition, you may continue to build up Hempstead Harbor, or look for hot markets on the higher prestige blocks.

Tip

IN OUR CASE, COMMISSIONING A POLL ON MARVIN GARDENS REVEALED DEMAND FOR CLOTHES, BOOKS, AND MOVIES. SWITCHING TO BLOCK VIEW REVEALS THAT THERE WERE CURRENTLY ONLY A DAIRY STORE AND SOUVENIR SHOP BUILT NEARBY. THIS WAS A GOOD PLACE TO EXPAND OUR EMPIRE.

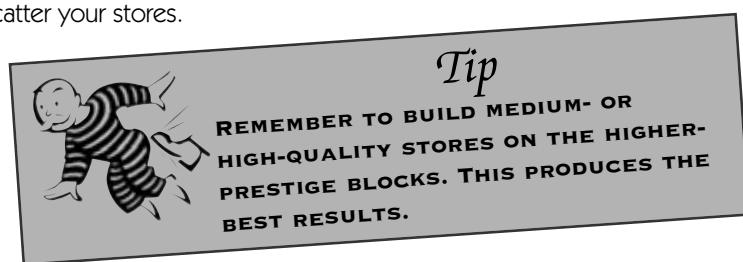


IN BLOCK VIEW, YOU SEE WHAT STORES AND APARTMENTS HAVE ALREADY BEEN BUILT AND WHO OWNS THE BUILDINGS.

COMMISSIONING A POLL ON MARVIN GARDENS REVEALS WHAT COMMODITIES ARE IN DEMAND.



Be an opportunist. Look for busy blocks and commission polls on them. Often you will find that there are no nearby stores for several of the commodities in high demand. Build a store or two there, then look for a different block. It's fine to scatter your stores.



Consider buying up the utilities when you have enough cash in reserve. They provide a steady income each day. (Start the auctions at or after 7:20 p.m.)

THE UTILITIES ARE A GOOD SOURCE OF STEADY INCOME FOR YOUR GROWING EMPIRE.

Watch the Empire Value on the Player Comparison panel. If you've built enough stores, you should be well ahead of your closest opponent. Continue to build stores here and there until your Empire Value is \$20,000. When it reaches that mark, you win the scenario.

CH 5: Scenarios 5–8



SCENARIO 6: GREATEST EMPIRE VALUE BY 1945

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	4
◆ BRONZE CUP NUMBER OF OPPONENTS:	3
◆ START DATE:	1930
◆ END DATE:	1945

SCENARIO DESCRIPTION

This scenario is very similar to the last one. The only difference is that instead of building up to a specific Empire Value, you must be worth the most by a certain time—in this case, the beginning of 1945.

VICTORY CONDITION

Have the greatest Empire Value by the beginning of 1945. This means that you'll continually have to build and add stores to your empire, because as long as there's time left, your opponents will continue to build theirs.

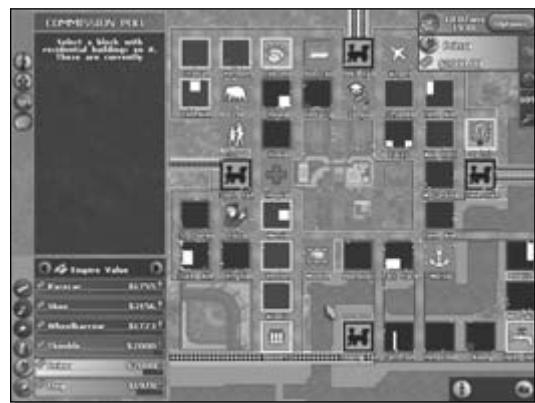
WALKTHROUGH

The first thing to do is buy the railroads. When the scenario starts, put the Shortline up for auction.

START AN AUCTION FOR THE
SHORTLINE RAILROAD.



While you're waiting for that auction to start, switch to City View. You'll notice that many of the blocks have apartments but not many have stores, so the playing field is wide open at this point. As time progresses, your opponents may begin to build a few stores here and there.



AT THE START OF THE SCENARIO,
MONOPOLY CITY HAS SEVERAL
APARTMENT BUILDINGS, BUT
NOT MANY STORES.

Look for an inexpensive block with an apartment building and very few or no stores. Many times, Baltic Avenue, Connecticut Avenue, and/or States Avenue fit this description. In this walkthrough, we'll start with Connecticut Avenue.

Tip


IF AN OPPONENT IS DEVELOPING
CONNECTICUT AVENUE WHEN YOU REACH
THIS POINT IN THE SCENARIO, LOOK FOR
ANOTHER LOW OR MEDIUM PRESTIGE
BLOCK TO START WITH.

Switch to City View and commission a poll on Connecticut Avenue. Build small- to medium-size stores for the top few commodities. Try not to spend much more than \$2,000.

CONNECTICUT AVENUE IS
ONE OF SEVERAL GOOD
PLACES TO START.



Tip


THE NUMBER OF STORES YOU BUILD WILL
DEPEND ON WHICH COMMODITIES ARE IN
DEMAND. THE IMPORTANT THING IS NOT TO
SPEND TOO MUCH MONEY. IF YOU SPEND TOO
MUCH YOU'LL GET A WARNING AT MIDNIGHT, AND YOU WON'T
BE ABLE TO GET OUT OF DEBT THE NEXT DAY.

CH 5: Scenarios 5–8



Watch your stores on Connecticut Avenue. Make sure your inventory is moving. Adjust your prices as necessary.

ADJUST THE PRICES IN YOUR STORES TO MAKE SURE THEY'RE PROFITABLE.

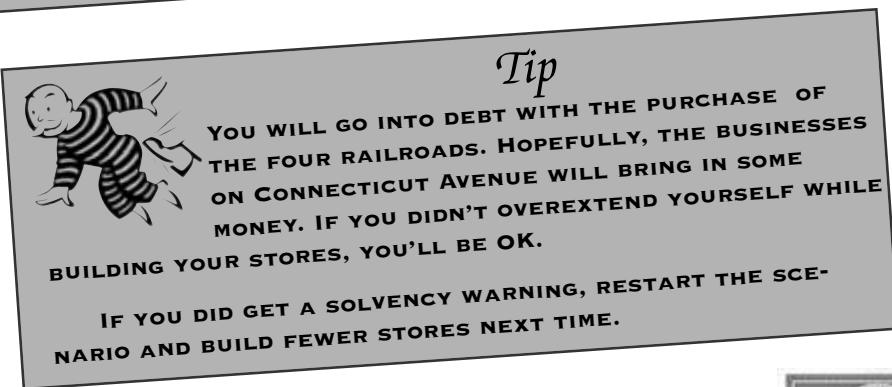
Soon, it will be time for the Shortline Railroad auction. Outbid any opposition and buy the Shortline. The instant that auction is complete, start an auction on the Pennsylvania Railroad.

PUT THE PENNSYLVANIA RAILROAD UP FOR AUCTION.



Tip
WAIT UNTIL YOU HAVE ALL OF THE RAILROADS AND SOME CASH IN YOUR POCKET BEFORE BUILDING ANY MORE STORES.

At the Pennsylvania Railroad auction, outbid any opposition and buy the railroad. Next, after 7:20 p.m., start an auction on the Reading Railroad and buy it. Finally, auction and buy the B&O Railroad.



Tip
YOU WILL GO INTO DEBT WITH THE PURCHASE OF THE FOUR RAILROADS. HOPEFULLY, THE BUSINESSES ON CONNECTICUT AVENUE WILL BRING IN SOME MONEY. IF YOU DIDN'T OVEREXTEND YOURSELF WHILE BUILDING YOUR STORES, YOU'LL BE OK.

IF YOU DID GET A SOLVENCY WARNING, RESTART THE SCENARIO AND BUILD FEWER STORES NEXT TIME.



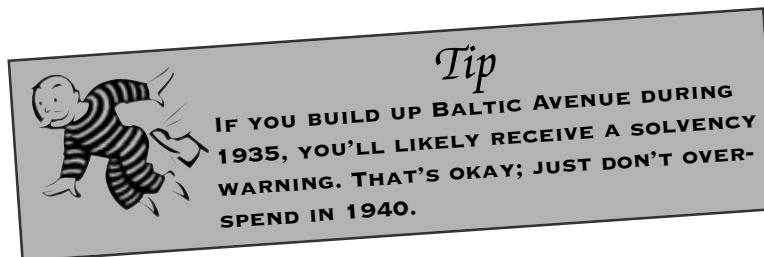


YOU MAY HAVE TO GO INTO THE RED TO PURCHASE ALL FOUR RAILROADS.

Expand your empire with the money you collect from your railroads. Depending on where your competitors have placed their stores, continue to build up Connecticut Avenue or find a different location to build up. Also, now that your bank account has recovered, you can look to expand your empire to the higher-prestige blocks.



BALTIC AVENUE LOOKS LIKE A PROMISING LOCATION FOR EXPANSION.



Buy up the utilities when you have enough cash in your bank account. You can never have too much steady income!

SHOE IS DOING WELL ON VERMONT AVENUE.

CH 5: Scenarios 5–8

Watch the Empire Value on the Player Comparison panel. This scenario has tougher competition than the last one, so one or two of your opponents might be a little too close for comfort. Continue to build stores here and there and you should be able to stay ahead of the opposition. Just be careful not to let your guard down.

If your Empire Value is the greatest at 12:00 a.m. 1945, you win the scenario.



SCENARIO 7: FIRST TO BE MAYOR

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	4
◆ BRONZE CUP NUMBER OF OPPONENTS:	3
◆ START DATE:	1930

SCENARIO DESCRIPTION

The ultimate goal of this scenario is to keep your citizens happy so they will vote for you. The citizens of *Monopoly City* like landlords who build apartments for them to live in and profitable businesses for shopping. The citizens also appreciate nice landscaping, so you'll want to include some park land on the blocks you own.

After the third day, a vote will be taken at 6 p.m. The player with the most votes at that point wins the rosette for the day. The first player to receive three rosettes wins.

VICTORY CONDITION

Be the first to get three election rosettes and become mayor. Since your popularity is tied in very closely with your empire size, you won't need to do much differently than usual. The exception is that you may want to build landscaping on certain portions of your blocks, as this tends to make people like you even more.

The amount of landscaping you'll need to do depends on how tight the race is; if you're loved by the people, you can just concentrate on buildings. If you have a close competitor, start planting those trees!

WALKTHROUGH

Start this scenario in the usual way: Set up an auction for the Shortline Railroad.

Next, switch to City View and look for a relatively inexpensive block with an apartment building with few stores nearby. Most of the time, Baltic Avenue or Vermont Avenue will fit the bill. In this example, we'll use Baltic Avenue.



Commission a poll on Baltic Avenue. Build some stores for the commodities in highest demand.

COMMISSIONING A POLL REVEALS THAT BALTIC AVENUE IS A GOOD PLACE TO START.



Tip

AS ALWAYS, BE CAREFUL NOT TO OVER-
SPEND. TRY NOT TO SPEND MORE THAN
\$1,500, AS YOU'LL NEED AROUND \$3,500
TO SUCCESSFULLY BID ON THE RAILROADS.



Wait for the Shortline to come up for auction, and outbid anyone who tries to buy it. Then, immediately start an auction for the Pennsylvania Railroad, followed by the Reading Railroad, and the B&O Railroad. This should take you through 6 a.m., 1935.

Tip

BE SURE YOU HAVE ALL OF THE RAIL-
ROADS IN YOUR POSSESSION BEFORE
6 A.M. TO REALIZE THE FULL BENEFIT OF
RAILROAD OWNERSHIP.



Now that you have the railroads for start-up capital, build a few more stores on or near Baltic Avenue—but only if you're under \$1,000 in debt after 6 a.m. (Getting into more than a thousand dollars of debt is always dangerous.) Adjust your stores' stock prices as necessary to make sure the items are moving and your stores are turning a profit.

ADJUST THE PRICES IN YOUR STORES AS NECESSARY.

CH 5: Scenarios 5–8



Tip

BE ESPECIALLY CAREFUL IF YOU RECEIVED A SOLVENCY WARNING.

If you are out of debt at approximately 7:20 p.m. 1935, start an auction for the Telecoms. If not, don't buy any utilities until 7:20 p.m. in 1940.



ACQUIRE THE UTILITIES FOR ADDITIONAL INCOME.



Tip

AN AUCTION STARTED AT 7:20 P.M. WILL OCCUR JUST AFTER MIDNIGHT. THIS WAY, IF YOU GO INTO DEBT DURING THE AUCTION, YOU'LL HAVE THE ENTIRE DAY TO GET OUT OF DEBT BEFORE THE NEXT SOLVENCY CHECK.

Immediately after you purchase the Telecoms, start an auction for the Gasworks and buy it. This should take you until approximately 6 a.m. 1940. Next, start an auction for the Electric Company, and then switch to City View.

Commission polls and look for another busy but mostly undeveloped block. In this example, we'll use Vermont Avenue, but you could choose any of several others.



CONTINUE BUILDING ON VERMONT AVENUE.

When the Electric Company comes up for auction, buy it and immediately start an auction for and buy Waterworks.



Tip

AROUND 6 P.M. 1940, A MESSAGE WILL POP UP, ALERTING YOU THAT THE FIRST ROSETTE WILL BE GIVEN OUT AT THE SAME TIME TOMORROW (1945).

One of the things that will keep you popular with the public is being a good landlord. Assuming that you already own the utilities, after 7:20 p.m. 1944 or early 1945, start an auction on a set of blocks that is not currently leased by anyone and is mostly or totally undeveloped. In this example, we'll use Virginia Avenue, States Avenue, and St. Charles Place.

Tip

IN THIS EXAMPLE, THERE ARE ALREADY A FEW SMALL STORES LOCATED ON THESE BLOCKS. DON'T WORRY TOO MUCH ABOUT A COUPLE OF SMALL STORES—IF THEY'RE PROFITABLE, YOU CAN BUY THEM OUT ONCE YOU OWN THE BLOCKS THEY SIT ON. IF THEY'RE NOT PROFITABLE, COLLECT THE RENT AND LET THE CITY OR YOUR OPPONENTS TAKE THE LOSSES.



Put States Avenue up for auction and buy it. As soon as States Avenue is in your possession, start an auction on St. Charles Place. Next, activate the building rights for States Avenue and construct a 3x4

apartment building with seven floors. As soon as you have tenants, commission a poll. Start building stores for the daytime commodities most in demand (unless you're in serious debt, in which case you should hold off on the stores for a day).

Tip

DON'T BUILD NIGHTTIME BUSINESSES YET. WE'LL BE PLACING THEM ON ST. CHARLES PLACE.



When the auction begins, buy St. Charles Place and then put Virginia Avenue up for auction. Activate the building rights for St. Charles Place and place buildings for any nighttime commodities in demand on States Avenue.

CH 5: Scenarios 5–8



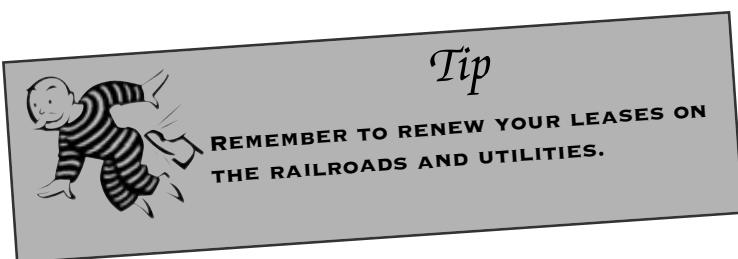
PLACE NIGHTTIME BUSINESSES ON ST. CHARLES PLACE.



Sometime around now, the 1945 rosette will be awarded. Don't worry if you don't win it; you should have little trouble getting all the rest.

Buy Virginia Avenue at the auction. Since you now have a monopoly, place a hotel on St. Charles place. In addition, place a Souvenir Shop next to the hotel. To keep your popularity up, place a medium size (about 2x5) park somewhere on St. Charles place.

PLACE A PARK ON ST. CHARLES PLACE.



RENEW YOUR LEASE FOR THE SHORTLINE RAILROAD.

You should now have a substantial lead on your opponents and win the rosette for 1950.

As time goes on, continue to keep your stores profitable. Acquire a few more properties. If opponents or the city own stores there, consider buying them out if they're profitable. You may even wish to create another monopoly.

When you win three rosettes, you win the scenario.

SCENARIO 8: SELL, SELL, SELL

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	5
◆ BRONZE CUP NUMBER OF OPPONENTS:	4
◆ START DATE:	1930

SCENARIO DESCRIPTION

In this scenario your goal is to sell lots of items. One thing to notice here is that profit is *not* what's important—aside from keeping yourself afloat and able to expand. What *is* important is that you sell a high volume of items. Look into cheaper commodities and consider lowering prices a little more than normal to keep sales up.

VICTORY CONDITION

Be the first to reach 3,000 sales. Again, remember that the quality or profit margin of those sales is irrelevant. You just want to sell *lots of stuff!*

WALKTHROUGH

Start this scenario the same way we've started the previous three: Start an auction on the Shortline Railroad.

Switch to City View and look for busy blocks with an apartment building but not many stores nearby. Again, a low-prestige block is preferable, but a medium-prestige block will do if one isn't available.

START OFF WITH AN AUCTION
FOR OUR OLD FRIEND, THE
SHORTLINE RAILROAD.



Many times, Vermont Avenue will have a large apartment building without too many stores around. We will use Vermont Avenue as our starting point for this walkthrough.

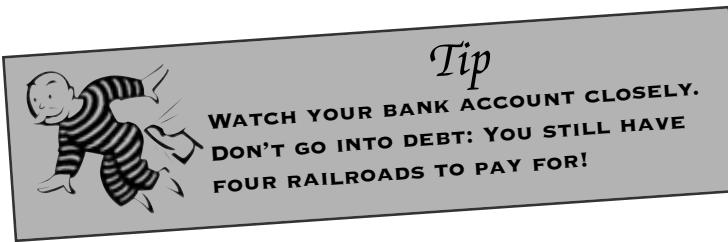


CH 5: Scenarios 5–8



Conduct a poll on Vermont Avenue and see what's selling. Build stores for the top few commodities. Don't be afraid to build stores for high-priced goods such as clothes or furniture; even though total sales are your objective, you still need the revenue from sales of expensive items.

**VERMONT AVENUE
LOOKS LIKE A GOOD
PLACE TO START OUT.**



**PLACE A FEW STORES ON
VERMONT AVENUE, BUT WATCH
THAT BANK ACCOUNT!**

When the Shortline Railroad auction is complete, set up auctions for the remaining three railroads and buy them. At 6 a.m. of the second day, you should get several thousand dollars from your railroads. Now you can look to expand your empire.



**YOU MAY FACE SOME COMPETITION
WHEN PURCHASING THE RAILROADS.**

Tip



IF YOU RECEIVED A SOLVENCY WARNING,
BE CAREFUL TO STAY OUT OF DEBT FOR
THE REMAINDER OF 1935.



Tip

IF DIDN'T BUILD ANY NIGHTTIME
BUSINESSES NEAR OR ON VERNONT
AVENUE, CONSIDER PLACING ONE OR TWO
ON ORIENTAL AVENUE—UNLESS YOUR
OPPONENTS HAVE BEATEN YOU TO IT.



ORIENTAL AVENUE IS A GOOD PLACE
FOR NIGHTTIME BUSINESSES.

Switch to City View and look for a block where the city owns an apartment building and several businesses all on the same block. In this example, we'll use Baltic Avenue. Start an auction for Baltic Avenue, and buy it when it comes up for sale. Then auction and buy Mediterranean Avenue.

Tip



YOU COULD JUST BUY BALTIC AVENUE,
BUT IF YOU BUY MEDITERRANEAN
AVENUE AS WELL, THE STORES ARE
CHEAPER TO BUY OUT.



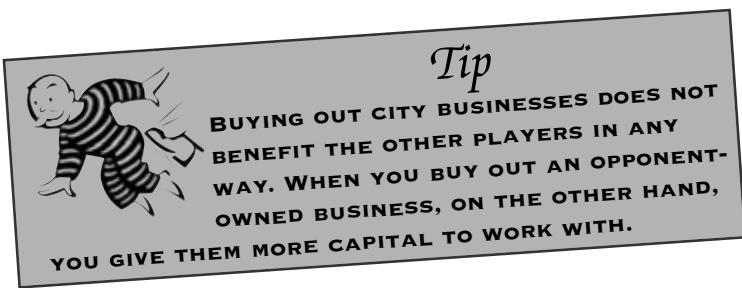
BALTIC AVENUE HAS MANY
CITY-OWNED BUSINESSES.

CH 5: Scenarios 5–8



Once you've acquired Baltic Avenue and have a surplus of cash, have a look at the total sales for the block. Select each profitable business and check how much it costs to buy out. If the cost is less than \$800, buy the business. If the cost is more, consider the size of your bank account before purchasing.

THE NEWSSTAND IS
WORTH BUYING.



Tip
YOU CAN ALWAYS HOLD OFF AND BUY OUT A BUSINESS AT A LATER TIME. THE BUYOUT PRICE CHANGES CONSTANTLY, SO WAITING FOR A LOWER PRICE COULD BE A GOOD STRATEGY.

If you're not under a solvency warning, look into buying the utilities at this point. If you are under a solvency warning, wait until the next day and then buy the utilities.



UTILITIES ARE ALWAYS
A GOOD INVESTMENT.

Now that we have some more capital, check back with Vermont Avenue. If your opponents haven't done so, fill out the block with a few more businesses.



BUILD UP VERNONT AVENUE.

Things should be going fairly well for you at this point. However, don't be surprised if one of your opponents is nipping at your heels. It's time to deal with him.



Tip

IN THIS EXAMPLE, THE CLOSEST OPPONENT IS RACECAR. IT COULD BE ANYONE.

Jefferson; this reduces the cost of buying out Racecar's stores.)

If Albany Dock has already been leased, try a different block where Racecar has built some stores.

Switch to City View to see where Racecar's biggest concentration of stores is located. In our example, many of his stores are located on Albany Dock. If possible, start an auction on Albany Dock. (In addition to Albany Dock, you can also lease Hempstad Harbor and Port



Tip

THE IDEA HERE IS TO TAKE AWAY RACECAR'S MOST HIGH-VOLUME, PROFITABLE STORES AND FORCE HIM TO RELOCATE. ALTHOUGH HE'LL HAVE MONEY TO REBUILD WITH, IT WILL STILL TAKE HIM SOME TIME TO ESTABLISH A SHOPPING CENTER. ALSO, IT'S LIKELY HE'LL HAVE TO MOVE TO A BLOCK THAT IS LESS POPULATED AND/OR MORE EXPENSIVE. MEANWHILE, YOU'LL SIT BACK AND RAKE THE SALES.

CH 5: Scenarios 5–8

RACECAR HAS QUITE A FEW STORES ON ALBANY DOCK.



IF POSSIBLE, START AN AUCTION FOR ALBANY DOCK.



Tip

IF YOU CAN'T LEASE A BLOCK WITH RACECAR'S STORES AND YOU HAVE A "MESS WITH YOUR NEIGHBOR" TYPE CHANCE CARD (SEE THE SECTION IN CHAPTER 2 ON CHANCE CARDS), NOW WOULD BE A GOOD TIME TO USE IT.



THE DAIRY STORE LOOKS WORTHWHILE.



Tip

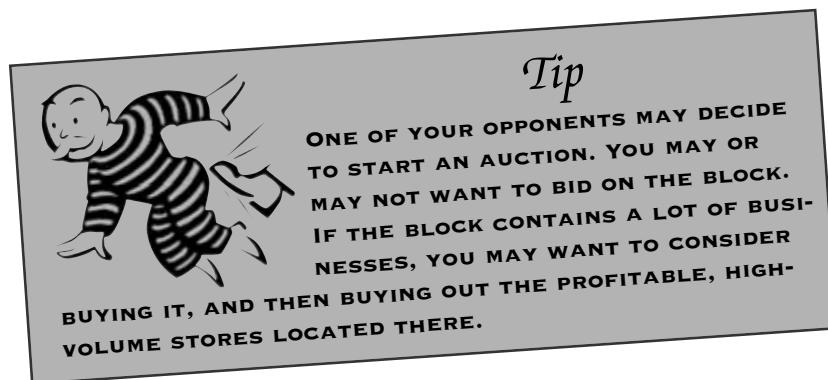
AS WITH BALTIC AVENUE, BE CAREFUL NOT TO OVERPAY FOR A BUSINESS.



THE FURNITURE STORE
IS A LITTLE PRICEY.

Racecar may have more than one shopping center. If necessary, auction that block too, and purchase the best businesses once you own the block. Taking away his best businesses should slow his sales considerably and give you more breathing room.

As time passes, keep on the lookout for good business opportunities. If you amass a lot of cash, consider finding an undeveloped corner of the city and starting your own shopping center.



SOMETIMES YOUR OPPONENTS WILL START AN AUCTION. IT'S UP TO YOU TO DECIDE IF THE BLOCK IS WORTH LEASING.

Generally, you don't want to build apartment buildings if you don't have to. (They tend not to be very profitable.) However, if you want to start a new shopping center in an undeveloped area, it may be necessary to provide nearby housing.



CH 5: Scenarios 5–8



IT MAY BE NECESSARY TO BUILD AN APARTMENT BUILDING IN AN UNDEVELOPED AREA.



Renew the leases on the railroads and utilities as they expire, and continue to buy out any particularly choice businesses that your closest opponents build.

RENEW THE LEASE ON THE PENNSYLVANIA RAILROAD.



Keep a close watch on Racecar (or whoever's closest to you) and your other opponents. Continue to add pieces to your empire to make sure your sales stay ahead of the opposition. It may take a long time, but when you reach 3,000 sales, you win the scenario.



WALKTHROUGH: SCENARIOS 9-12

This chapter walks you through Scenarios 9 through 12. These scenarios offer a greater challenge than the previous eight, so you'll need to be on your toes to succeed.

If you're having trouble with a particular scenario—despite having the help of these walkthroughs—go back and refer to the earlier chapters for general strategy tips. These walkthroughs provide a large-scale blueprint for how to proceed through the scenarios, but there are still lots of little decisions that you must make on your own. Those earlier chapters will help with the decision-making process.

Also, bear in mind that our walkthroughs are only one way of approaching any particular scenario. Any number of alternate methods can be successfully used, so feel free to experiment.

SCENARIO 9: LAST MAN STANDING

► GOLD CUP STARTING FUNDS:	\$5,000
► SILVER CUP STARTING FUNDS:	\$6,500
► BRONZE CUP STARTING FUNDS:	\$8,000
► GOLD CUP NUMBER OF OPPONENTS:	5
► SILVER CUP NUMBER OF OPPONENTS:	5
► BRONZE CUP NUMBER OF OPPONENTS:	4
► START DATE:	1930

SCENARIO DESCRIPTION

The ultimate goal of this scenario is to keep your citizens happy so that they will vote for you. The citizens of *Monopoly City* like landlords who build apartments for them to live in and provide profitable businesses for shopping. The citizens also appreciate nice landscaping, so you'll want to include some park land on the blocks you own.

After the third day, a poll will be taken around 6 p.m. The least popular player will then be ejected from the game.

VICTORY CONDITION

Be the last player left in the game. This condition is similar to that of the last scenario, except that you can't ever afford to be in last place. In the last scenario you could afford to be behind in popularity for a few years and still win the game; this time, last place is unacceptable.

WALKTHROUGH

Start this scenario in the usual way: Set up an auction for the Shortline Railroad.



CH 6: Scenarios 9-12



Next, switch to the City View and look for a reasonably priced block with an apartment building—but not with many stores nearby. Most of the time, Albany Dock, Vermont Avenue, and a few others will work. In this example, we'll use Albany Dock.

Conduct a poll on Albany Dock. Build a few daytime stores for the commodities that are in highest demand.

A POLL REVEALS THAT ALBANY DOCK IS A GOOD PLACE TO START.

Tip

BE CAREFUL NOT TO OVERSPEND ON THE STORES. SPECIFICALLY, DON'T SPEND MORE THAN \$2,000.



Tip

BE SURE THAT YOU HAVE ALL OF THE RAILROADS IN YOUR POSSESSION BEFORE 6 A.M. TO REALIZE THE FULL BENEFIT OF RAILROAD OWNERSHIP.

Now that you have the railroads as a steady income, build a few more stores on or near Albany Dock, but only if you're less than \$1,000 in debt and your opponents haven't beat you to it. Adjust your prices as necessary to make sure that items are moving and your stores are turning a profit.

CONTINUE PLACING BUSINESSES ON ALBANY DOCK IF YOU CAN AFFORD IT AND IF YOUR OPPONENTS HAVEN'T TAKEN ALL OF THE AVAILABLE SPACE.



Tip

BE ESPECIALLY CAREFUL NOT TO OVERSPEND IF YOU RECEIVED A SOLVENCY WARNING.



If you are out of debt by the evening of 1935, start an auction for the Electric Company at approximately 7:20 p.m. Otherwise, wait a day and start this same auction in 1940 at 7:20 p.m. (you should be out of debt by then).

Tip

IF YOUR OPPONENTS HAVE BUILT UP ALBANY DOCK, LOOK ELSEWHERE TO PLACE EXTRA STORES.



ACQUIRE THE UTILITIES FOR ADDITIONAL INCOME.

Tip

AS USUAL, START AUCTIONS AT OR AFTER 7:20 P.M., BECAUSE THEN THEY WILL OCCUR JUST AFTER MIDNIGHT. THIS WAY, IF YOU GO INTO DEBT DURING THE AUCTION, YOU'LL HAVE THE ENTIRE DAY TO GET OUT OF DEBT BEFORE THE NEXT SOLVENCY CHECK.



Immediately after you purchase the Electric Company, start an auction for the Gasworks and buy it. Now start an auction for the Telecoms, and then switch to City View.

Commission polls and look for another busy but mostly undeveloped block. There are several to choose from, but in this example, we'll use Baltic Avenue.

CH 6: Scenarios 9-12



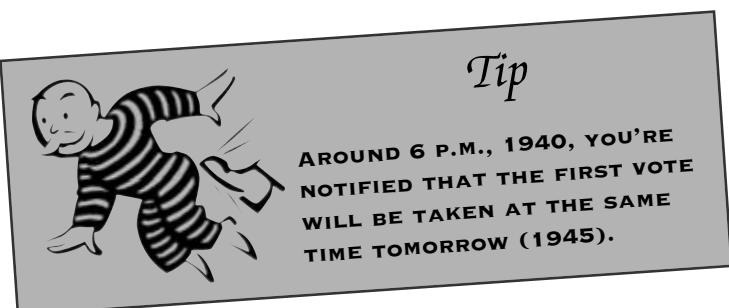
**BALTIC AVENUE LOOKS
LIKE A GOOD CANDIDATE
FOR EXPANSION OF
YOUR EMPIRE.**



Build up Baltic Avenue with the most profitable stores. Continue adding businesses until you run out of space or money. Watch your bank account; don't go into the red more than \$2,000 or so.

CONTINUE BUILDING ON BALTIC AVENUE.

When the Telecoms come up for auction, buy them and immediately start an auction for the Water Works. Buy the Water Works also.



THE FIRST VOTE WILL TAKE PLACE TOMORROW.

Being a good landlord is one of the things that will keep you popular with the general public. So, let's acquire some properties and build them up.



*Tip*

IF ONE OF YOUR OPPONENTS IS AHEAD OF YOU AT THIS POINT, BUY OUT HIS OR HER PROPERTIES AND STORES BEFORE BUILDING YOUR OWN EMPIRE: WHAT BETTER WAY TO BUILD YOURSELF UP THAN TO KNOCK OTHERS DOWN? REFER TO THE END OF THIS WALKTHROUGH FOR A DETAILED DISCUSSION ABOUT HOW TO DO THIS.

When your finances allow it, start an auction on a set of blocks that is mostly or totally undeveloped and is not currently leased by anyone. In this example, we'll acquire New York Avenue, Tennessee Avenue, and St. James Place.

Put Tennessee Avenue up for auction and buy it. As soon as Tennessee Avenue is in your possession, start an auction on New York Avenue. Next, activate the building rights for Tennessee Avenue and commission a poll. Start building stores for the daytime commodities most in demand.

Tip

IN THIS EXAMPLE, THERE ARE ALREADY A FEW SMALL STORES LOCATED ON THESE BLOCKS. DON'T WORRY TOO MUCH ABOUT A COUPLE OF SMALL STORES; IF THEY'RE PROFITABLE, YOU CAN BUY THEM OUT ONCE YOU OWN THE BLOCKS THEY SIT ON. IF THEY'RE NOT PROFITABLE, COLLECT THE RENT AND LET THE CITY OR YOUR OPPONENTS TAKE THE LOSSES.

**BUY UP NEW YORK AVENUE, TENNESSEE AVENUE, AND ST. JAMES PLACE.***Tip*

DON'T BUILD NIGHTTIME BUSINESSES YET. WE'LL BE PLACING THEM ON NEW YORK AVENUE.



CH 6: Scenarios 9-12



When the next auction begins, buy New York Avenue and then put St. James Place up for auction. Activate the building rights for New York Avenue and place buildings for any night-time commodities on New York Avenue.

Now buy St. James Place at the auction. Since you now have a monopoly, place a hotel on Tennessee Avenue. In addition, place a souvenir shop next to the hotel. To keep your popularity up, place a park somewhere on Tennessee Avenue or New York Avenue.



PLACE A HOTEL AND SOUVENIR SHOP ON TENNESSEE AVENUE.

You should now have a substantial lead on most or all of your opponents, and someone else will get the boot in 1945.



TOP HAT IS ELIMINATED.



THIS GRAPH GIVES YOU AN IDEA WHERE YOU STAND.

While you might have been ahead in 1945, one or more of your opponents may be getting uncomfortably close. In this example, Shoe is doing rather well for himself over on Hempstead Harbor.



SHOE HAS A LOT OF BUSINESSES ON HEMPSTEAD HARBOR.

Send Hempstead Harbor to auction if possible, and buy the lease when the auction comes up.

Tip

IF YOU AUCTION AND BUY ALBANY DOCK AND PORT JEFFERSON AS WELL, YOU CAN BUY OUT SHOE'S STORES AT A MUCH-REDUCED COST. IT IS UP TO YOU TO DETERMINE WHICH IS MORE COST EFFECTIVE. IF HE HAS A LOT OF PROFITABLE STORES, YOU'LL USUALLY WANT TO BUY ALL THREE BLOCKS.



Check which of Shoe's stores are profitable, and if the buyout price isn't ridiculous, purchase the businesses. This will force him to relocate or lose sales (and hopefully popularity as well).

As time goes on, continue to keep your stores profitable by adjusting prices. Acquire a few more properties. If opponents or the city own stores near your existing properties, consider buying them out if they're profitable. You may even wish to create another monopoly.

Tip

DON'T BOTHER RENEWING YOUR LEASES ON UTILITIES AND RAILROADS; THERE WON'T BE ENOUGH TIME LEFT IN THE GAME TO MAKE THE PURCHASES WORTHWHILE.



CH 6: Scenarios 9-12



Tip

ONCE YOU HAVE ESTABLISHED A COMFORTABLE LEAD, DON'T ALLOW YOUR OPPONENTS TO LEASE ANY PROPERTIES; ALWAYS OUTBID THEM UNLESS THE PRICE GETS RIDICULOUS. THAT WAY, THEY CAN NEVER BECOME A POPULAR LANDLORD.



DON'T ALLOW YOUR OPPONENTS TO BECOME SUCCESSFUL LANDLORDS.



When all of your opponents have been eliminated, you win the scenario.

SCENARIO 10: \$6,000 DAILY PROFIT

► GOLD CUP STARTING FUNDS:	\$5,000
► SILVER CUP STARTING FUNDS:	\$6,500
► BRONZE CUP STARTING FUNDS:	\$8,000
► GOLD CUP NUMBER OF OPPONENTS:	5
► SILVER CUP NUMBER OF OPPONENTS:	5
► BRONZE CUP NUMBER OF OPPONENTS:	5
► START DATE:	1930

SCENARIO DESCRIPTION

In this scenario, how much you can make in one day is the most important thing. It doesn't matter how much money you have in total, but rather, how much *more* you have at the end of the day than you did at the beginning.

One basic approach to this scenario is to conduct auctions on blocks, to build a few stores, and then to conduct more auctions. Instead of this strategy, we use the one we've been successfully using in previous scenarios: Acquire railroads and utilities first. Most of our profit in this scenario comes from railroads, utilities, and rent from city- or opponent-owned stores.

VICTORY CONDITION

Be the first player to make \$6,000 profit in one day. Net worth and popularity are unimportant; it's all about building a big enough empire to churn out \$6,000 cash in a 24-hour period.

The best way to achieve this goal is to buy and build furiously, then sit back and watch for an entire day, spending nothing, while the money rolls in. That's the essence of our strategy.

WALKTHROUGH

First, put our old friend, the Shortline Railroad, up for auction.

**BUY UP THE
SHORTLINE RAILROAD.**



Next, switch to City View and look for a good place to build a few stores. There are several eligible candidates, but in this example we'll use New York Avenue.

**NEW YORK AVENUE LOOKS
LIKE A GOOD BLOCK FOR
OUR PURPOSES.**



CH 6: Scenarios 9-12



Commission a poll on New York Avenue and see what commodities are most in demand. Build stores for the hottest commodities.

BUILD STORES FOR THE ITEMS MOST IN DEMAND ON NEW YORK AVENUE.

Tip

AS USUAL, YOU WILL BE BUYING ALL FOUR RAILROADS, SO DON'T SPEND TOO MUCH MONEY BUILDING STORES RIGHT NOW.



Adjust the prices in the stores on New York Avenue to ensure that they are turning a profit.

MAKE SURE THAT YOUR PRODUCTS ARE SELLING BY ADJUSTING PRICES.



When the Shortline comes up for auction, buy it. Then immediately start an auction on the Pennsylvania Railroad, followed by the Reading Railroad and the B&O Railroad. Make sure to outbid any opponents and possess all four railroads by 6 a.m., 1935.



Tip

IF YOU DIDN'T OVERSPEND ON NEW YORK AVENUE, YOU SHOULD NOT RECEIVE A SOLVENCY WARNING IN 1930.

YOUR BANK ACCOUNT
SHOULD NOT BE IN
THE RED NOW.

If you are out of debt by 7:20 p.m. 1935, start an auction for the Telecoms. Otherwise, wait a day and initiate this auction at the same time tomorrow.



BUY UP THE TELECOMS
AFTER YOU'VE ACQUIRED
THE RAILROADS.

When the Telecoms come up for auction, buy them and start an auction for the Water Works; buy it. Then auction and buy the Electric Company and Gasworks.

Once you have acquired all four utilities and you are no longer under a solvency warning, turn your attention back to the rest of the city. Find a block with several buildings located on it. In this example, start an auction on New York Avenue.



CH 6: Scenarios 9-12



PUT NEW YORK AVENUE UP FOR AUCTION.

Tip

YOU WON'T COLLECT MUCH RENT FROM CITY- OR OPPONENT-OWNED BUSINESSES, SINCE MOST OF THE BUILDINGS ON NEW YORK AVENUE ARE YOURS. HOWEVER, THIS WAY YOU WON'T HAVE TO PAY RENT FOR YOUR OWN BUSINESSES.



While you wait for the auction on New York Avenue to come due, construct a few more businesses. Several blocks are likely to be good places to expand, but in this example we'll use Oriental Avenue since it contains an apartment building but no stores.



ORIENTAL AVENUE IS A GOOD OPPORTUNITY.

Conduct a poll on Oriental Avenue and build stores for the hottest commodities. When New York Avenue goes to auction, buy it. Now look for another developed block and start an auction for it. In this example, we'll lease Baltic Avenue.

BALTIC AVENUE IS HEAVILY DEVELOPED—A GOOD PLACE TO COLLECT RENT.



Again, while you wait for the auction, build a few more stores here and there.



Tip

DON'T BE TOO CONCERNED ABOUT BEING IN DEBT AT THE END OF 1940. IF THINGS GO AS PLANNED, YOU'LL WIN THE GAME BEFORE THE 1945 SOLVENCY CHECK. AND EVEN IF YOU DON'T QUITE MAKE YOUR PROFIT GOAL IN 1945, YOU WILL PROBABLY MAKE ENOUGH TO BE OUT OF DEBT.

Continue leasing blocks, but make sure that you don't start any auctions after 6:30 p.m.



Tip

AN AUCTION STARTED TOO LATE IN 1940 WILL OCCUR IN 1945, THUS EATING INTO THE PROFITS FOR THAT DAY.



Also, continue to construct businesses until the end of 1940.

CONTINUE TO BUILD UP YOUR BUSINESS EMPIRE BY PLACING STORES ON BUSY BLOCKS, SUCH AS MARVIN GARDENS.

When 1945 starts, just sit back and watch. Don't build or buy a thing, as this will eat into daily profits. All of our careful planning should now pay off.

CH 6: Scenarios 9-12



CAREFUL PLANNING
PAYS OFF!



If you don't quite make your profit goal in 1945, build up a few more stores and lease a few more blocks during 1950. You should be able to meet your profit goal in 1955.

You win the game when your daily profit reaches \$6,000.

SCENARIO 11: GREATEST EMPIRE VALUE BY 1960

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	5
◆ BRONZE CUP NUMBER OF OPPONENTS:	5
◆ START DATE:	1930
◆ END DATE:	1960

SCENARIO DESCRIPTION

Unlike many previous scenarios, which were races to be the first at a particular financial threshold, this scenario is timed. It begins in 1930 and ends in 1960, and whichever player is ahead in 1960 is the winner.

VICTORY CONDITION

Have the greatest Empire Value by the beginning of 1960. Empire Value is the sum total of your assets, including the sale value of your businesses.

The nice thing about Empire Value is that you don't have to worry about hoarding cash. You can simply continue to build and grow throughout the entire mission, without holding any cash back. You don't have to scale back your growth for any reason!



MONOPOLY TYCOON™

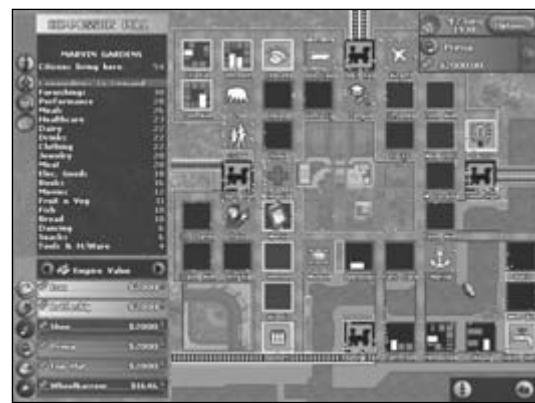
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WALKTHROUGH

The first thing we'll do is to buy the railroads. When the scenario starts, put the Shortline up for auction.

While you're waiting for that auction to start, switch to City View. You'll notice that many of the blocks have apartments but not many have stores, so the playing field is wide open at this point. Your opponents may begin to build a few stores here and there.

AT THE START OF THE SCENARIO,
MONOPOLY CITY HAS SEVERAL
APARTMENT BUILDINGS, AND
SEVERAL CITY-OWNED STORES.



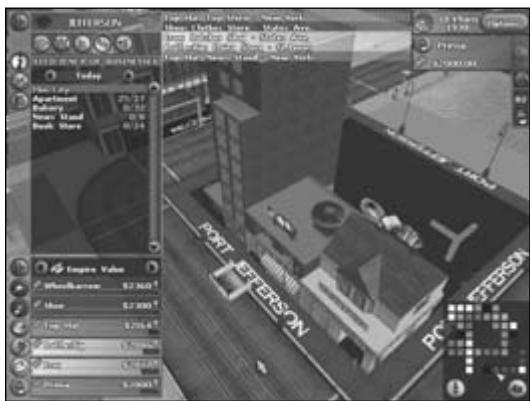
Look for an inexpensive block with an apartment building and very few or no stores. Many times, Port Jefferson will fit this description.

**PORT JEFFERSON IS ONE
OF SEVERAL GOOD
PLACES TO START.**

Tip
IF PORT JEFFERSON IS BEING BUILT
UP BY AN OPPONENT WHEN YOU
REACH THIS POINT IN THE SCENARIO,
LOOK FOR ANOTHER LOW- OR MEDIUM-
PRESTIGE BLOCK TO START WITH.

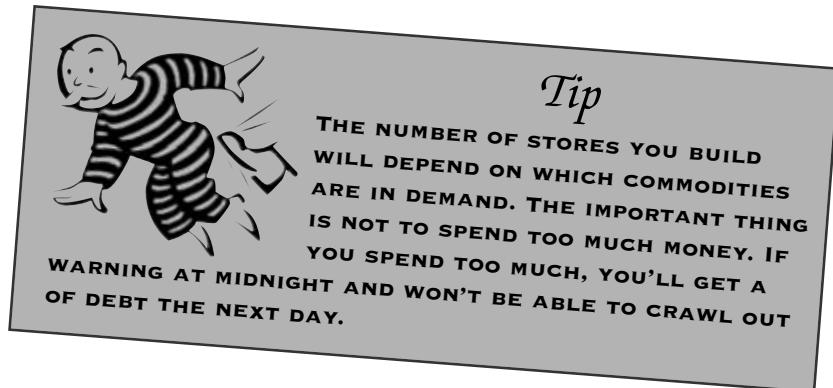


CH 6: Scenarios 9-12



Switch to City View and conduct a Commission Poll on Port Jefferson. Build small-to medium-size stores for the top few commodities. Spend \$2,000 or less on buildings, because you'll need cash to win upcoming railroad auctions.

**BUILD SEVERAL STORES
ON PORT JEFFERSON.**



Watch your stores on Port Jefferson. Make sure your inventory is moving; adjust your prices as necessary.



**ADJUST THE PRICES IN YOUR
STORES TO MAKE SURE
THEY'RE PROFITABLE.**



Soon, it will be time for the Shortline Railroad auction. Outbid any opposition and buy the Shortline Railroad. The instant that auction is complete, start an auction on the Pennsylvania Railroad.

OUTBID THE OPPosition.

Tip

WAIT UNTIL YOU HAVE ALL OF THE RAILROADS AND SOME CASH IN YOUR POCKET BEFORE BUILDING ANY MORE STORES.



Tip

YOU WILL PROBABLY GO INTO DEBT WITH THE PURCHASE OF THE FOUR RAILROADS. HOPEFULLY, THE BUSINESSES ON PORT JEFFERSON WILL BRING IN SOME MONEY. IF YOU DIDN'T OVEREXTEND YOURSELF WHILE BUILDING YOUR STORES, YOU'LL BE OK.

Expand your empire with the money you collect from your railroads. Depending on where your competitors have placed their stores, continue to build up Port Jefferson or it may be best to find a different location. Also, now that your bank account has recovered, you can expand your empire to the blocks with higher-prestige.

MARVIN GARDENS LOOKS LIKE A PROMISING LOCATION FOR EXPANSION.



CH 6: Scenarios 9-12

Buy up the utilities when you have enough cash in your bank account. You can never have too much steady income!



BUY UP THE UTILITIES FOR MORE STEADY INCOME.



As time goes on and you have a lot of money coming in, you should look into leasing well-developed blocks and buying out the profitable stores there. If one of your opponents is getting too close to you, lease the block where many of their stores are located, then buy out the most profitable businesses.

In addition, you can lease blocks mostly utilized by the city. In this example, the city has many stores on Connecticut Avenue.



CONNECTICUT AVENUE HAS MANY BUSINESSES OWNED BY THE CITY.

If available, start an auction for Connecticut Avenue and buy it. Also lease Vermont Avenue and Oriental Avenue. Switch to Block View and buy out the most reasonably priced, profitable businesses.



BUY OUT PROFITABLE BUSINESSES ON CONNECTICUT AVENUE.

If these blocks aren't available, consider other low- or medium-prestige block groups, such as the Port Jefferson group.

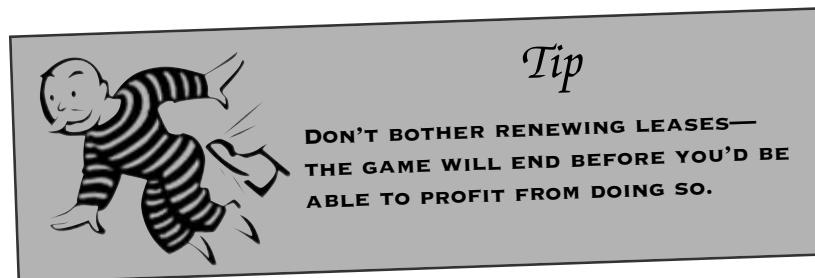




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Continue to build stores here and there, and you should be able to stay ahead of the opposition. Just be careful not to let your guard down. If any opponent gets too close, buy out a few of his or her best stores.

**CONSIDER BUYING OUT
THE BUSINESSES OF
YOUR CLOSEST
OPPONENT. IN THIS
CASE, IRON.**



If your Empire Value is the greatest at 12:00 a.m., 1960, you win the scenario.

SCENARIO 12: FIRST TO BE WORTH \$25,000

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	5
◆ BRONZE CUP NUMBER OF OPPONENTS:	5
◆ START DATE:	1930

SCENARIO DESCRIPTION

In this scenario, your goal is again to have the best Empire Value. As before, the value of your empire will include the value of your businesses, any properties you own, plus the cash in your bank account.

Our approach to this scenario is much like that of the last scenario: Buy up the railroads for starting cash, then branch out into the low-prestige blocks, and finally the high-prestige areas.

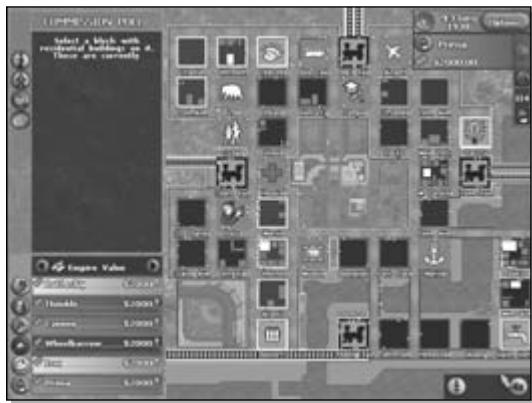


CH 6: Scenarios 9-12



VICTORY CONDITION

Be the first player to be worth \$25,000. Again, as with the last scenario, you can focus on all-out expansion with no worries about cash. You just need to keep enough cash on hand to avoid failing two consecutive solvency checks.



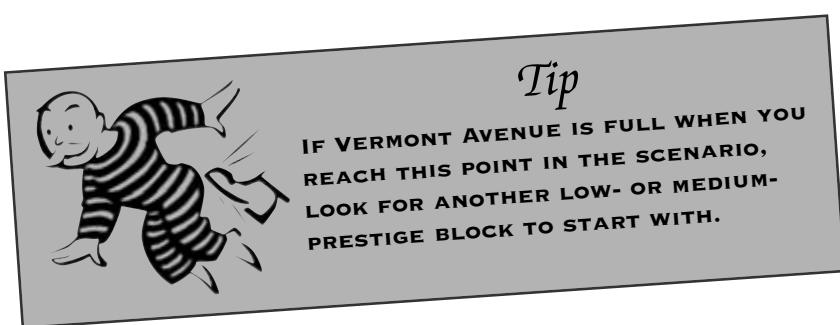
WALKTHROUGH

The first thing we'll do in this scenario, as most other scenarios, is to buy the railroads. As soon as the scenario starts, put the Shortline up for auction.

While you're waiting for that auction to start, switch to City View. You'll notice that many of the blocks have apartments and/or a few stores already built. Your opponents will begin building a few stores here and there.

**AT THE START OF THE SCENARIO,
MONOPOLY CITY ALREADY HAS
SEVERAL APARTMENTS AND STORES.**

Look for an inexpensive block with an apartment building and very few or no stores. Many times, Mediterranean Avenue and/or Vermont Avenue will fit this description. In this walkthrough, we'll start with Vermont Avenue.



Switch to City View and commission a poll on Vermont Avenue. Build small- to medium-size stores for the top few commodities. Try not to spend more than \$2,000.

**VERMONT AVENUE
LOOKS LIKE A GOOD
PLACE TO START.**





Watch your stores on Vermont Avenue and make sure your goods are moving. Adjust prices as necessary.

Soon it will be time for the Shortline Railroad auction. Outbid any opposition and buy the Shortline. The instant that auction is complete, start an auction on the Pennsylvania Railroad.

**OUTBID ANY OPPONITION AND
BUY THE SHORTLINE RAILROAD.**



Tip

THOUGH IT'S TEMPTING TO BUILD
MORE STORES WHILE YOU WAIT FOR
THE AUCTIONS, HOLD OFF FOR NOW.
YOU'LL NEED YOUR MONEY TO PUR-
CHASE THE RAILROADS.

Tip

YOU WILL PROBABLY GO INTO DEBT
WITH THE ACQUISITION OF THE FOUR
RAILROADS. WITH ANY LUCK, THE
BUSINESSES ON VERNON AVENUE
WILL MAKE UP THE DIFFERENCE. IF
YOU DIDN'T OVERSPEND WHILE CONSTRUCTING YOUR
STORES, YOUR DEBT AT 6 A.M. (AFTER YOU COLLECT THE
RAILROAD FEES) SHOULD BE MANAGEABLE.



When it's time for the Pennsylvania Railroad auction, outbid any opposition and buy the railroad. Then start an auction on the Reading Railroad and buy it. Finally, auction and buy the B&O Railroad.

Now that you have a firm base income from the railroads, expand your empire. Depending on the competition, continue to build up Vermont Avenue. Also, now that you have some cash in your pocket, you can look for hot markets on the higher prestige blocks.



CH 6: Scenarios 9-12



After you are out of debt and have significant amounts of money coming in, lease well-developed blocks and buy out the profitable stores there. In this example, the city has several stores on Baltic Avenue.

**BALTIC AVENUE HAS
MANY BUSINESSES
OWNED BY THE CITY.**

Start an auction for Baltic Avenue and buy it. Then, auction and buy Mediterranean Avenue. Switch to Block View and buy out the most reasonably priced profitable businesses.



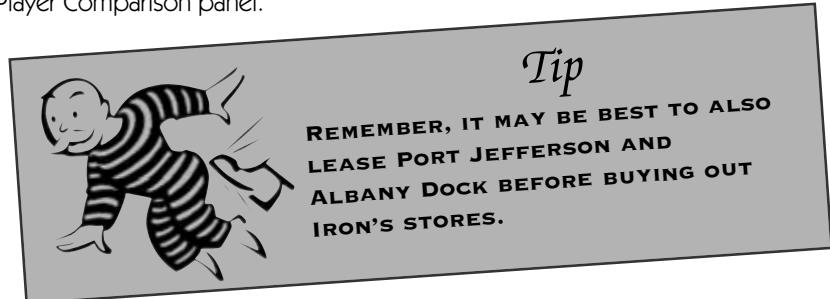
**BUY OUT PROFITABLE
BUSINESSES ON
BALTIC AVENUE.**



**THE UTILITIES ARE A
GOOD SOURCE OF STEADY
INCOME FOR YOUR
GROWING EMPIRE.**

Watch the Empire Value on the Player Comparison panel.

One or two of your opponents will probably be nipping at your heels, or even beating you. In this example, Iron has built up several stores on Hempstead Harbor. If you wish, send Hempstead Harbor to auction, lease it, and buy out Iron's most profitable stores.



CONSIDER BUYING OUT THE BUSINESSES OF YOUR CLOSEST OPPONENT—IN THIS CASE, IRON.

As the scenario goes on, continue to build stores here and there, and you should be able to stay ahead of the opposition. Just be careful not to let your guard down. Continually buy profitable stores from your toughest rivals to decrease their total Empire Value.

Watch the Empire Value on the Player Comparison panel. If you've built enough stores, you should be well ahead of your closest opponent. Continue to build stores and lease blocks until your Empire Value is \$25,000. When it reaches that mark, you win the scenario.



CH 7: Scenarios 13–16



WALKTHROUGH: SCENARIOS 13–16

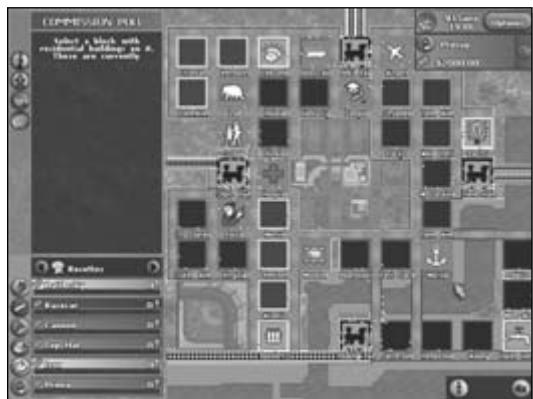
These last few scenarios will test your skills and help to prepare you for the rigors of multiplayer in the *Monopoly Tycoon* game. The opposition is somewhat tougher than before, but you'll find that the same techniques that we recommended before are still quite valid here. It's just a matter of avoiding mistakes and moving quickly.

SCENARIO 13: THE RACE FOR MAYOR

■ GOLD CUP STARTING FUNDS:	\$5,000
■ SILVER CUP STARTING FUNDS:	\$6,500
■ BRONZE CUP STARTING FUNDS:	\$8,000
■ GOLD CUP NUMBER OF OPPONENTS:	5
■ SILVER CUP NUMBER OF OPPONENTS:	5
■ BRONZE CUP NUMBER OF OPPONENTS:	5
■ START DATE:	1930

SCENARIO DESCRIPTION

The ultimate goal of this scenario is to keep your citizens happy so they will vote for you. The citizens of *Monopoly City* like landlords who build apartments for them to live in and who provide profitable businesses for shopping. The citizens also appreciate nice landscaping, so you'll want to include some park land on the blocks you own.



There are no preexisting apartments or stores in this mission, so you might be tempted to build a few. However, since apartments aren't very profitable in and of themselves, our strategy is to build stores near apartments that other players have built.

**THERE ARE NO PREEXISTING BUILDINGS IN
MONOPOLY CITY IN THIS SCENARIO.**



VICTORY CONDITION

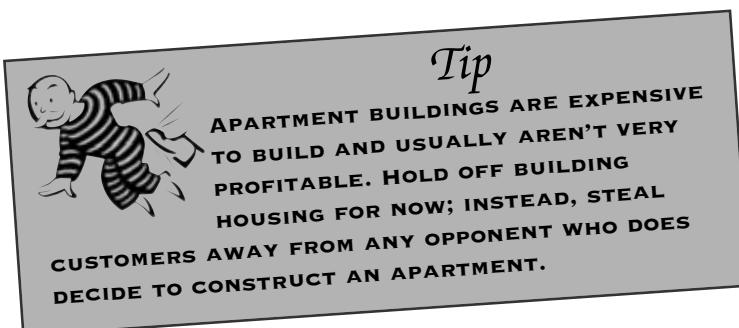
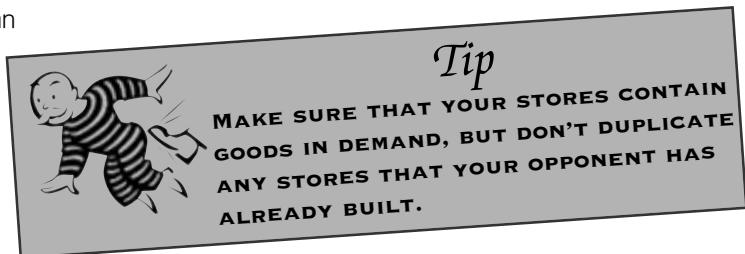
Be the first to get five election rosettes and become mayor.

The election process is simple; after the third day, a vote will be taken at 6 p.m. The player with the most votes at that point wins the rosette for the day. The process repeats every third day, and the first player to receive five rosettes wins.

WALKTHROUGH

Start this scenario in the usual way: Set up an auction for the Shortline Railroad.

Next, switch to City View and watch to see if any of your opponents build an apartment building. If they do, immediately commission a poll on that block and build a few stores there.



In this example, Battleship has built a small apartment building on Port Jefferson. Top Hat has also built a few stores nearby. Build a few stores of your own and get a piece of that market. Don't spend more than \$2,000 this way.



BATTLESHIP HAS CONSTRUCTED AN APARTMENT ON PORT JEFFERSON.

Wait for the Shortline to come up for auction, and out-bid anyone who tries to buy it. Then immediately start an auction for the Pennsylvania Railroad, followed by the Reading Railroad and the B&O Railroad. This should take you through 6 a.m., 1935.

CH 7: Scenarios 13–16



Tip

BE SURE THAT YOU HAVE ALL OF THE RAILROADS IN YOUR POSSESSION BEFORE 6 A.M.; THAT WAY YOU'LL REALIZE THE FULL BENEFIT OF RAILROAD OWNERSHIP.

Now that you have the railroads in your possession, giving you a steady daily income for startup capital, build a few more stores on or near Port Jefferson—but again, don't overspend. Adjust your stores' prices as necessary to make sure the items are moving and your stores are turning a profit.

Tip

AS ALWAYS, PROCEED SLOWLY IF YOU'RE UNDER A SOLVENCY WARNING.



ACQUIRE THE UTILITIES FOR ADDITIONAL INCOME.

Immediately after you purchase the Telecoms, start an auction for the Gasworks and buy it. This should take you until approximately 6 a.m., 1940.

Start an auction for the Electric Company, and then switch to City View.

Look for the most undeveloped, inexpensive, and busy block available. In this walkthrough we'll use Baltic Avenue. (If Baltic Avenue is built up, consider building on Hempstead Harbor.)

Start construction on an apartment building, then immediately send Baltic Avenue to auction.

START AN AUCTION ON BALTIC AVENUE RIGHT AWAY.





Tip

SENDING BALTIC AVENUE TO AUCTION IMMEDIATELY AFTER YOU BUILD THE APARTMENT BUILDING WILL PREVENT YOUR OPPONENTS FROM BUILDING THERE BEFORE YOU CAN. HOWEVER, PLACING THE APARTMENT THERE BEFORE THE AUCTION GIVES TENANTS TIME TO MOVE IN.

Buy Baltic Avenue and build it up with the most profitable daytime stores. Place any nighttime businesses next door on Mediterranean Avenue. Continue adding structures until you run out of space or money; make sure to keep some cash in reserve to buy the utilities, however.

PLACE NIGHTTIME BUSINESSES ON MEDITERRANEAN AVENUE.



When the Electric Company comes up for auction, buy it and immediately start an auction for the Waterworks. Buy the Waterworks also.



Tip

AROUND 6 P.M., 1940, A MESSAGE WILL POP UP ALERTING YOU THAT THE FIRST ROSETTE WILL BE GIVEN OUT AT THE SAME TIME TOMORROW (1945).

One of the things that will keep you popular with the public is being a good landlord. When you're out of debt and have enough money in the bank, start an auction on a set of blocks that is not currently leased by anyone and is mostly or totally undeveloped. In this example, we'll use Virginia Avenue, States Avenue, and St. Charles Place.

CH 7: Scenarios 13–16



Tip

THERE MAY ALREADY BE A FEW SMALL STORES LOCATED ON THESE BLOCKS. DON'T WORRY TOO MUCH ABOUT A COUPLE OF SMALL STORES; IF THEY'RE PROFITABLE, YOU CAN BUY THEM OUT ONCE YOU OWN THE BLOCKS THEY SIT ON. IF THEY'RE NOT PROFITABLE, COLLECT THE RENT AND LET THE CITY OR YOUR OPPONENTS TAKE THE LOSSES.



Put Virginia Avenue up for auction and buy it. As soon as Virginia Avenue is in your possession, start an auction on States Avenue.

Next, activate the building rights for Virginia Avenue and construct a 3x4 apartment building with seven floors. As soon as you have tenants, commission a poll and start building stores for the daytime commodities most in demand.



Tip

DON'T BUILD NIGHTTIME BUSINESSES YET. WE'LL BE PLACING THEM ON STATES AVENUE.

When the auction begins, buy States Avenue and then put St. Charles Place up for auction. Activate the building rights for States Avenue and place buildings for any nighttime commodities in demand on States Avenue.



PLACE NIGHTTIME BUSINESSES ON STATES AVENUE.

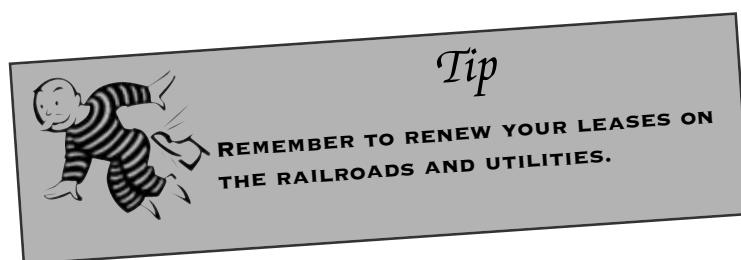


BUILD A HOTEL ON STATES AVENUE.



To keep your popularity up, place a medium-size (about 2x5) park somewhere on States Avenue.

PLACE PARK LAND ON STATES AVENUE.



You should now have a substantial lead on your opponents and win the rosette for 1945.

HOPEFULLY, THE FIRST ROSETTE IS YOURS.



As time goes on, continue to keep your stores profitable. Acquire a few more properties. If opponents or the city own stores there, consider buying them out if they're profitable. You may even wish to create another monopoly.

When you win five rosettes, you win the scenario.

CH 7: Scenarios 13–16

SCENARIO 14: FIRST TO BE WORTH \$40,000



◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	5
◆ BRONZE CUP NUMBER OF OPPONENTS:	5
◆ START DATE:	1930

SCENARIO DESCRIPTION

In this scenario, your goal is to maximize your Empire Value. The value of your empire will include the value of your businesses, any properties you own, plus the cash in your bank account.

Our approach to this scenario is fairly straightforward and typical of our earlier strategies: Buy up the railroads for starting cash, look to lease some inexpensive but well-developed blocks, and then buy out the stores there.

VICTORY CONDITION

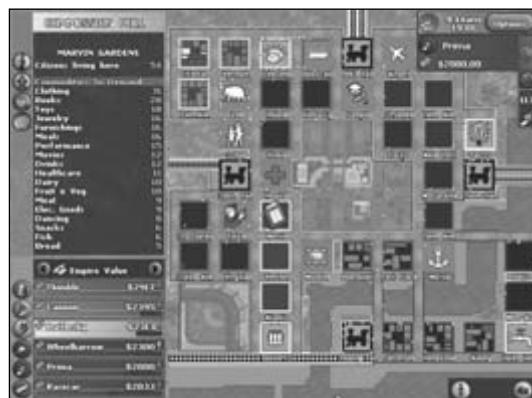
Be the first player to be worth \$40,000. As is usual for an Empire Value scenario, since you don't have to worry about keeping much cash on hand, your only spending limit is your need to keep out of bankruptcy.

WALKTHROUGH

At the risk of sounding like a broken record, our first advice is to buy the railroads. As soon as the scenario starts, put the Shortline Railroad up for auction.

While you're waiting for that auction to start, switch to City View. You'll notice that in this scenario, many of the blocks have apartments and a few stores already built. As the day progresses, your opponents will begin building a few stores here and there.

AT THE START OF THE SCENARIO,
MONOPOLY CITY ALREADY HAS SEVERAL
APARTMENTS AND STORES.



It might be tough to find a good spot for a few startup stores. In our example, let's place just one store on Marvin Gardens for now.

PLACE A STORE FOR THE
TOP COMMODITY FOR
MARVIN GARDENS.



Watch your store on Marvin Gardens and make sure that your goods are moving. Adjust prices as necessary.

Soon, it will be time for the Shortline Railroad auction. Outbid any opposition and buy the Shortline. The instant that auction is complete, start an auction on the Pennsylvania Railroad.

OUTBID ANY OPPONITION AND
BUY THE SHORTLINE RAILROAD.

Tip

THOUGH IT'S TEMPTING TO BUILD MORE
STORES WHILE YOU WAIT FOR THE AUCTIONS,
HOLD OFF FOR NOW. YOU'LL NEED THE MONEY
YOU HAVE TO PURCHASE THE RAILROADS.

When it's time for the Pennsylvania Railroad auction, outbid any opposition and buy the railroad. Then start an auction on the Reading Railroad and buy it. Finally, auction and buy the B&O Railroad.

CH 7: Scenarios 13–16

Tip

YOU WILL PROBABLY GO INTO DEBT WITH THE ACQUISITION OF THE FOUR RAILROADS. IF YOU DIDN'T OVERSPEND WHILE CONSTRUCTING YOUR STORE, HOWEVER, YOUR DEBT AT 6 A.M. (AFTER YOU COLLECT THE RAILROAD FEES) SHOULD BE MANAGEABLE.

Now that you have significant amounts of money coming in, consider leasing well-developed blocks and buying out the profitable stores there. In this example, the city has several stores on Connecticut Avenue.

CONNECTICUT AVENUE HAS MANY BUSINESSES OWNED BY THE CITY.



Start an auction for Connecticut Avenue and buy it. Then auction and buy Oriental Avenue and Vermont Avenue to gain a monopoly.

Switch to Block View and buy out the most reasonably priced, profitable businesses.

BUY OUT PROFITABLE BUSINESSES ON CONNECTICUT AVENUE.

Once you have Connecticut Avenue, Vermont Avenue, Oriental Avenue, and their best stores in your possession, buy up the utilities for extra income.

THE UTILITIES ARE A GOOD SOURCE OF STEADY INCOME FOR YOUR GROWING EMPIRE.



Watch the Empire Value on the Player Comparison panel. One or two of your opponents is likely to be close to you at this point; for example, in this case, Cannon has built up several stores on St. Charles Place. If you wish, send St. Charles Place to auction, lease it, and buy out Cannon's most profitable stores.

**ALWAYS CONSIDER BUYING OUT
THE BUSINESSES OF YOUR CLOSEST
OPPONENT—IN THIS CASE, CANNON.**



Tip

AGAIN, CONSIDER BUYING VIRGINIA
AVENUE AND STATES AVENUE BEFORE
BUYING OUT CANNON'S STORES.



As the scenario goes on, continue to build stores here and there. In addition, lease any other built-up blocks and buy out the successful businesses there. You should be able to stay ahead of the opposition. Just be careful not to let your guard down.

Tip

YOU COULD ALSO BUY UP SOME PROPERTY AND BUILD YOUR OWN APARTMENT COMPLEX AND SHOPPING CENTER. THAT'S RISKY IN THIS SCENARIO; THERE ARE ALREADY MANY APARTMENT BUILDINGS IN THE CITY. IF YOU PURSUE THIS COURSE, YOU MAY HAVE TO DROP YOUR RENT CONSIDERABLY IN ORDER TO FIND TENANTS.



IF YOU WISH, YOU CAN
DEVELOP YOUR OWN
APARTMENT BUILDING AND
SHOPPING CENTER.

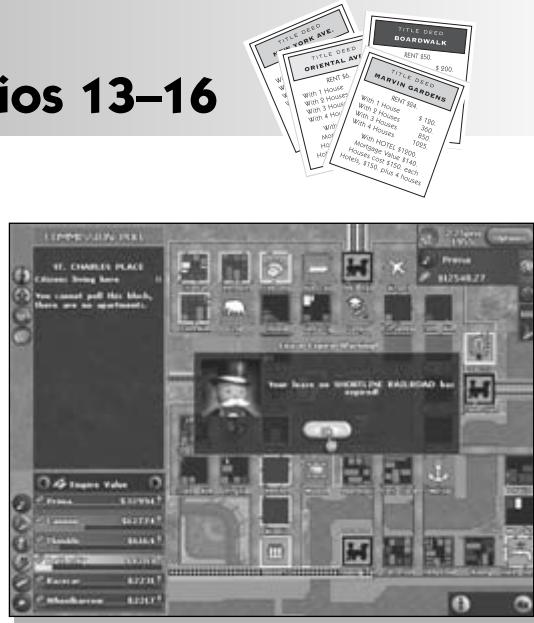


CH 7: Scenarios 13–16



Tip

RENEW THE LEASES FOR THE RAILROADS AND UTILITIES WHEN THEY COME UP.



SEND THE SHORTLINE BACK TO THE AUCTION BLOCK.



Tip

YOUR OPPONENTS WILL BE LIKELY TO TAKE A BLOCK TO AUCTION. CONSIDER BUYING THE BLOCK SIMPLY TO DENY THEM THE CHANCE TO INCREASE THEIR EMPIRE VALUES, ESPECIALLY IF THE PURCHASE WILL GIVE THEM A MONOPOLY.

Watch the Empire Value on the Player Comparison panel. If you've acquired enough stores, you should be well ahead of your closest opponent.

Continue to build stores and lease blocks until your Empire Value is \$40,000. When it reaches that mark, you win the scenario.

SCENARIO 15: LAST MAN STANDING 2

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	5
◆ BRONZE CUP NUMBER OF OPPONENTS:	5
◆ START DATE:	1930

SCENARIO DESCRIPTION

As with all "voting" scenarios, the ultimate goal of this scenario is to keep your citizens happy so they will vote for you. As usual, the things that make you successful in business will also tend to make you popular. So, you can, for the most part, follow your usual formula, and then build a bit of landscaping for an extra measure of goodwill.

There are no preexisting buildings in this scenario. As in other scenarios that lack preexisting structures, we recommend building stores near your opponents' apartments rather than building your own apartments—at least, early on.

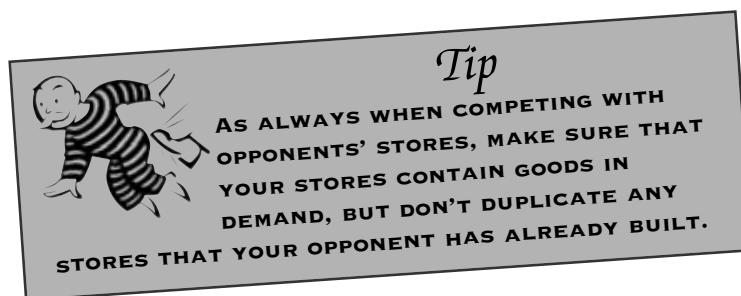
VICTORY CONDITION

Be the last player left in the game. After every third day, a poll will be taken around 6 p.m. The least popular player will then be ejected from the game—so you can't afford to be down too far in the early going.

WALKTHROUGH

Start this scenario in the usual way; initiate an auction on the Shortline Railroad.

Next, switch to City View and watch to see if any of your opponents build an apartment building. If they do, immediately commission a poll on that block and build a few stores there.



In this example, Iron has built a small apartment building on Mediterranean Avenue. Build a few stores here to reap a fraction of the profits.



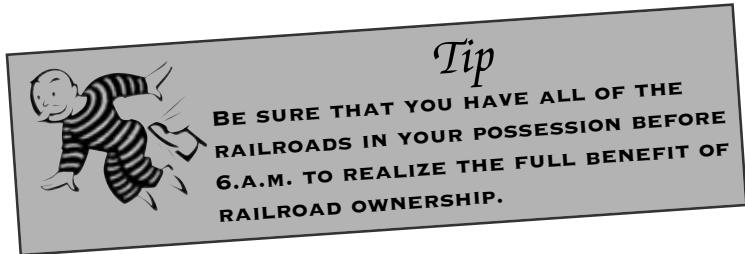
CH 7: Scenarios 13–16



OUTBID YOUR OPPONENTS AND LEASE THE SHORTLINE RAILROAD.



Wait for the Shortline to come up for auction, and outbid any opposition. Then immediately start an auction for the Pennsylvania Railroad, followed by the Reading Railroad and the B&O Railroad. This should take you through 6 a.m., 1935.



Now that you have the railroads, start an auction on an inexpensive but busy city block. While you're waiting, build a few more stores on or near Mediterranean Avenue—but again, don't overspend. Also, adjust your current stores' prices as necessary to make sure the items are moving and turning a profit.

ADJUST PRICES AS NECESSARY.

If you are out of debt at 7:20 p.m., 1935, start an auction for the Electric Company. Otherwise, wait until 7:20 p.m. in 1940 to buy up the utilities.

Immediately after you purchase the Electric Company, start an auction for the Gasworks and buy it. This should take you until approximately 6 a.m., 1940.

Start an auction for the Telecoms, and then switch to City View. Look for another busy but mostly undeveloped block. There are several to choose from, but in this example, we'll use Port Jefferson. Place an apartment building and immediately put Port Jefferson up for auction.

PORT JEFFERSON LOOKS LIKE A GOOD CANDIDATE FOR THE EXPANSION OF YOUR EMPIRE.





Win the auction, and then build up Port Jefferson with the most profitable daytime stores. Place any nighttime businesses next door on Hempstead Harbor.

Continue adding businesses in this area until you run out of space or money. Watch your bank account carefully, especially if you're under a solvency warning.

CONSTRUCT SEVERAL STORES ON PORT JEFFERSON.



Tip

AROUND 6 P.M., 1940, YOU'LL BE NOTIFIED THAT THE FIRST VOTE WILL BE TAKEN AT THE SAME TIME TOMORROW (1945).

When the Telecom comes up for auction, buy it and immediately start an auction for the Water Works. Buy the Water Works also.

Being a good landlord is one of the things that will keep you popular with the general public. So, let's acquire a few more properties and build them up.

When you've amassed enough money, start an auction on a set of blocks that is mostly or totally undeveloped and is not currently leased by anyone. Or, if they're available, you can buy up Hempstead Harbor and Albany Dock to create a monopoly.

In this example, we'll acquire Hempstead Harbor and Albany Dock. Put Hempstead Harbor up for auction and buy it. As soon as Hempstead Harbor is in your possession, start an auction on Albany Dock. Next, activate the building rights for Hempstead Harbor. If you haven't already, build stores for nighttime commodities that are popular on Port Jefferson.

When the auction occurs, buy Albany Dock. Since you now have a monopoly, place a hotel on Hempstead Harbor. In addition, place a Souvenir Shop next to the hotel. To keep your popularity up, place a park somewhere on Hempstead Harbor.



PLACE A HOTEL AND SOUVENIR SHOP ON HEMPSTEAD HARBOR.

CH 7: Scenarios 13–16

Someone else will get the boot in 1945. You may not be the most popular player just yet, especially if you didn't have enough capital to buy up Port Jefferson—but that's okay. You just have to avoid being the *least* popular candidate for now.



Continue to develop Port Jefferson.



TOP HAT IS ELIMINATED.



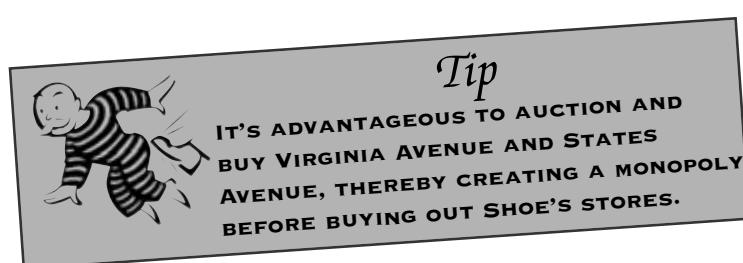
THIS GRAPH GIVES YOU AN IDEA WHERE YOU STAND.



SHOE HAS A LOT OF BUSINESSES ON ST. CHARLES PLACE.

While you were probably winning in 1945, one or more of your opponents may have been uncomfortably close. In this example, Shoe is doing rather well for himself over on St. Charles Place.

Send St. Charles Place to auction, if possible, and buy the lease. Check to see which of Shoe's stores are profitable, and if the buyout price isn't ridiculous, purchase them. This will force Shoe to relocate or lose sales (and hopefully popularity as well).



As time goes on, continue to keep your stores profitable. Acquire a few more properties. If opponents (or the city) own stores there, consider buying them out if they're profitable. You may even wish to create another monopoly.



RENEW YOUR LEASE ON THE SHORTLINE RAILROAD.

Tip



REMEMBER TO RENEW YOUR LEASES ON THE RAILROADS AND UTILITIES.

When all of your opponents have been eliminated, you win the scenario.

SCENARIO 16: WEALTHIEST BY 2000

◆ GOLD CUP STARTING FUNDS:	\$5,000
◆ SILVER CUP STARTING FUNDS:	\$6,500
◆ BRONZE CUP STARTING FUNDS:	\$8,000
◆ GOLD CUP NUMBER OF OPPONENTS:	5
◆ SILVER CUP NUMBER OF OPPONENTS:	5
◆ BRONZE CUP NUMBER OF OPPONENTS:	5
◆ START DATE:	1930
◆ END DATE:	2000

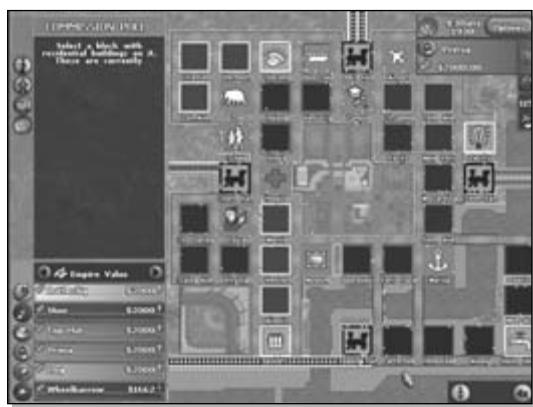
SCENARIO DESCRIPTION

The goal for this scenario is to amass the greatest amount of assets by the year 2000. Businesses, properties, and cold, hard cash all count toward this total.

This is a fairly long scenario, so you'll need to build a solid foundation for your business empire. There are no preexisting buildings, so you'll need to start from scratch.



CH 7: Scenarios 13–16



AT THE START OF THE SCENARIO,
MONOPOLY CITY HAS NO
PREEXISTING BUILDINGS.



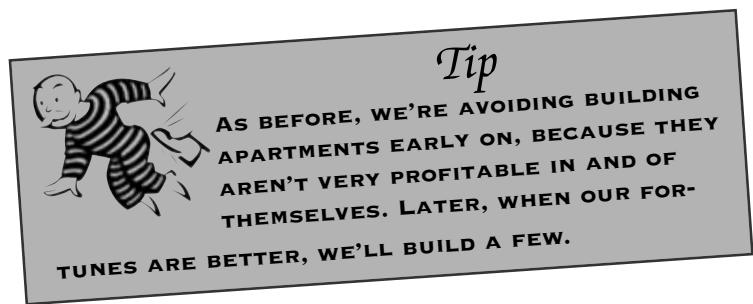
VICTORY CONDITION

Have the greatest Empire Value by the beginning of 2000. As per usual, these “Greatest Empire Value” scenarios allow you great freedom to spend your money as you see fit, removing all restrictions save the need to avoid bankruptcy.

WALKTHROUGH

Start this scenario by initiating an auction for the Shortline Railroad.

Next, switch to City View and watch to see if any of your opponents build an apartment building. If they do, immediately commission a poll on that block and build a few stores there. Don’t overdo it, and don’t duplicate any stores that already exist.



In this example, Dog has built a small apartment building on Illinois Avenue. Build a store or two here. In this example, the most profitable store is probably a Clothes Store.



CONSTRUCT A CLOTHES STORE
ON ILLINOIS AVENUE.



Tip
WAIT UNTIL YOU HAVE ALL OF THE RAILROADS AND SOME CASH IN YOUR POCKET BEFORE BUILDING ANY MORE STORES.

Soon, it will be time for the Shortline Railroad auction. Outbid any opposition and buy the Shortline. The instant the auction is complete, start an auction on the Pennsylvania Railroad.

At the Pennsylvania Railroad auction, outbid any opposition and buy the railroad. Next, start an auction on the Reading Railroad and buy it. Finally, auction and buy the B&O Railroad.

**Tip**

YOU WILL PROBABLY GO INTO DEBT WITH THE PURCHASE OF THE FOUR RAILROADS. IF YOU DIDN'T OVEREXTEND YOURSELF TOO FAR, HOWEVER, YOU'LL BE OK.

You can now look to expand your empire with the money you collect from your railroads.

Switch to City View and look for another busy but mostly undeveloped block. There are several to choose from, but in this example, we'll use Oriental Avenue. Place an apartment building there, and then immediately put Oriental Avenue up for auction.

When you've secured the rights to Oriental Avenue, build it up with the most profitable daytime stores. Place any nighttime businesses next door on Vermont Avenue.

**BUILD UP ORIENTAL AVENUE WITH
DAYTIME STORES—NATURALLY,
ONLY THOSE SELLING THE
COMMODITIES MOST IN DEMAND.**



Put Vermont Avenue up for auction and buy it. As soon as Vermont Avenue is in your possession, start an auction on Connecticut Avenue.

Next, activate the building rights for Vermont Avenue. If you haven't already, build stores for popular nighttime commodities on Oriental Avenue.

**PLACE STORES FOR POPULAR
NIGHTTIME COMMODITIES ON
ORIENTAL OR VERMONT AVENUE.**



When the auction occurs, buy Connecticut Avenue. Since you now have a monopoly, place a hotel on Vermont Avenue. In addition, place a Souvenir Shop next to the hotel.

CH 7: Scenarios 13–16



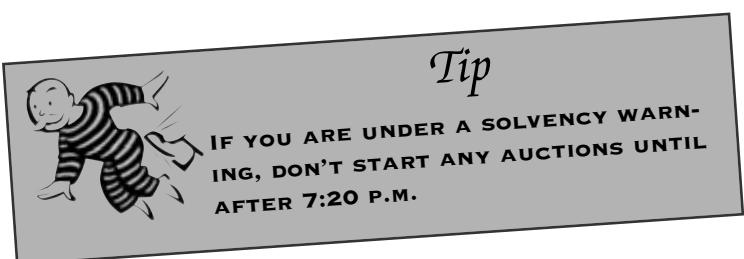
PLACE A HOTEL AND SOUVENIR SHOP ON VERNONT AVENUE.



To keep your popularity up, place a park somewhere on Vermont Avenue.



BUY UP THE UTILITIES FOR MORE STEADY INCOME.



As time goes on and you have more and more money coming in, you should look into leasing several well-developed blocks (preferably a monopoly) and buying out the most profitable stores there. If one of your opponents is getting too close, lease the blocks where many of their stores are located.



CONSIDER BUYING OUT THE BUSINESSES OF YOUR CLOSEST OPPONENT. IN THIS CASE, SHOE.

This scenario continues all the way through the year 2000—considerably longer than the previous scenarios. Therefore, you're going to need to build up a few more blocks to stay ahead of your opponents. Look to develop the higher-prestige areas, such as Marvin Gardens, Pacific Avenue, and Boardwalk. So long as you keep your empire growing at a steady clip, you should emerge victorious.

MONOPOLY TYCOON™

Prima's Official Strategy Guide



EXTEND YOUR EMPIRE INTO THE HIGH-PRESTIGE AREAS, SUCH AS BOARDWALK.

If your Empire Value is the greatest at 12:00 a.m., 2000, you win the game!

SPECIAL BONUS SCENARIO: MY MEGA METROPOLIS

► STARTING FUNDS:	\$20,000,000
► NUMBER OF OPPONENTS:	0
► START DATE:	1930

SCENARIO DESCRIPTION

This bonus scenario allows you to build the city of your dreams. You start out with tons of cash, plus there are no opponents to deal with. *Monopoly City* is your playground!

**THERE ARE NO OPPONENTS
IN THIS BONUS SCENARIO.**



In addition, many of the usual building restrictions have been relaxed. Truly, anything goes.

VICTORY CONDITION

In this special bonus scenario, your objective is clear: You are sternly commanded to have as much fun as possible. Silliness, foolish construction, and bizarre structures are all permitted and encouraged!

CH 7: Scenarios 13–16

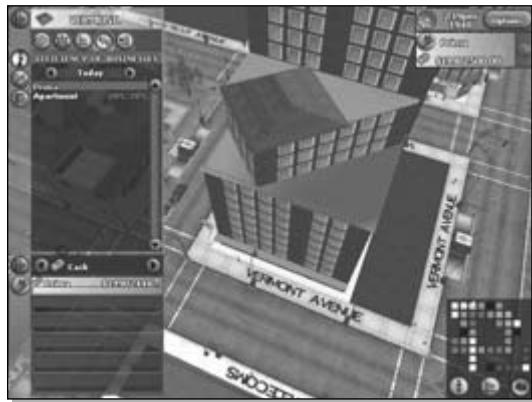


WALKTHROUGH

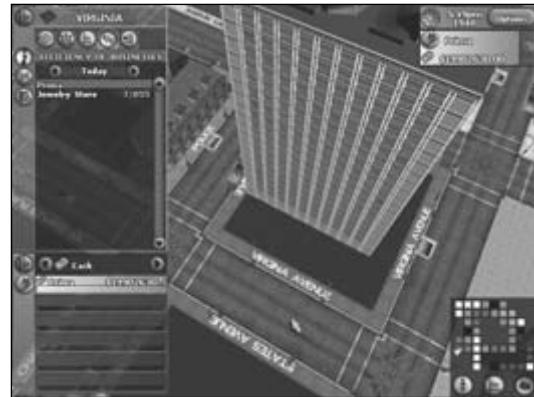
First of all, this isn't truly a walkthrough, because this scenario isn't truly a scenario.

It's just an opportunity for you to build whatever you want. This walkthrough, therefore, is more of a list of suggestions on how to play around and have fun.

In this scenario, you can build gigantic apartment buildings and stores. Many of the building size restrictions have been relaxed, so you can build huge stores—up to 20 stories tall. This might be fun, but it'll be tough to turn a profit with that much inventory. Go ahead and give it a try; it's a worthwhile challenge.



YOU CAN BUILD VERY LARGE BUILDINGS, INCLUDING APARTMENTS. WE'VE PLACED ONE ON VERMONT AVENUE.



WE'VE PLACED A GIANT JEWELRY STORE ON VIRGINIA AVENUE.

You can build up mega-shopping centers near your huge apartment buildings to capitalize on the huge market that your apartment buildings will provide.



COMMISSION A POLL TO REVEAL THE LUCRATIVE MARKET ON VERMONT AVENUE.



BUILD A NICE SHOPPING AREA ON ORIENTAL AVENUE TO LURE IN SHOPPERS LIVING ON VERMONT AVENUE.



Also, you'll probably want to create a night district, complete with giant-sized Night Clubs and Theaters to capitalize on the after-hours market.

**WE'VE SET UP A NIGHTTIME
BUSINESS AREA OVER ON ST.
JAMES PLACE.**

In addition, you will probably want to make your Mega Metropolis an attractive city—so don't forget about landscaping. It'll keep your citizens happy, too.



**WE'VE TURNED INDIANA AVENUE
INTO OUR OWN *MONOPOLY CITY*
CENTRAL PARK.**

Keep building to your heart's content. There is no specific victory condition, so feel free to make your own. And congratulations: You've won the single-player game! Now it's time to test your skills against other human players.



CH 8: Multiplayer



MULTIPLAYER IN THE *MONOPOLY* *TYCOON* GAME

Single-player and multiplayer in the *Monopoly Tycoon* game are quite similar to one another. The structure of the game is the same in both variants, as is the city and all the particulars of how to win. The only real difference is the opposition—but that's hardly a minor difference! You'll find that the character of the game is vastly different depending on whom you're playing against.

We can't predict what sort of opponents you'll face—and your opponents' tactics will to some degree affect your options. What we can do, however, is highlight the differences between single-player and typical multiplayer games so that you'll know how to make the initial adjustment between the two game types. Also, we suggest useful strategies for avoiding trouble and for distancing yourself from your competitors.

BASIC DIFFERENCES BETWEEN SINGLE- AND MULTIPLAYER

The mechanics of the single- and multiplayer game are identical. The only difference is that in multiplayer games, you're facing real human opponents.

This single difference adds a whole new dimension of challenge. The moment you place real, live people into the game the intensity level skyrockets.

PLAYER AGENDAS



HUMAN PLAYERS HAVE A MUCH MORE DEFINED AGENDA THAN COMPUTER-CONTROLLED PLAYERS.

Computer-controlled players don't have much of an agenda. They tend to play fairly conservatively, building a small empire step by step. They very seldom gun for you or make reckless, aggressive moves in a desperate bid to win.

Human players can and will do all of that. You can't just sit back and assume that human players will continue to do whatever they've been doing; instead, you need to expect that they'll eventually make their move.

In multiplayer games, you should try to look at the game from the other players' perspectives. What do the other players need to do in order to win? This is useful because it helps you counter their moves. If another player clearly needs to lease Ventnor Avenue in order to form a monopoly and challenge your lead, you can use that knowledge and prevent him from leasing it—or at least, make him pay so dearly for it that his victory is a hollow one.

PLAYER AGGRESSIVENESS



HUMAN PLAYERS CAN BE EXTREMELY AGGRESSIVE; YOU'LL OFTEN BE THE TARGET OF NEGATIVE CHANCE CARDS AND HOSTILE TAKEOVERS.

Computer-controlled players very seldom try to attack your position directly. By this we mean that they usually won't try to lease blocks where you've placed most of your businesses; they usually won't try to buy out your businesses; and they usually won't target you with the meanest Chance Cards when you're in the lead. Human players will use all these strategies, so you need to think in terms of defense as well as offense.

Often, the best defense against over-aggressive players is to bid them up at auctions and then drop out, leaving them with a property that they overpaid for. If you can force aggressive players to pay too much for their holdings, you'll eventually come out ahead.

MORE COMPETITION FOR RESOURCES

The computer players in the *Monopoly Tycoon* game don't expand too aggressively. Often, a single-player scenario will end with only a very small amount of development across the board.

Multiplayer games, on the other hand, feature a lot more development. Businesses are built quickly; whole blocks get built up in a hurry. As a result, there's a lot more competition for space. The cheapest blocks are always the best place to start—but since everyone knows that, there'll be intense competition to develop them. If you aren't fast, you'll find yourself left with the more prestigious blocks, which are tougher to effectively build on unless you have a lot of cash on hand.

There's also a lot of competition for railroads, utilities, and property in general. You can't expect to just snap up the properties you want the same way you often can in the single-player game.

MORE BANKRUPTCY

GOING BANKRUPT IS MUCH MORE COMMON IN MULTIPLAYER GAMES THAN IN SINGLE-PLAYER GAMES.

Whereas the computer-controlled players vary in their aggressiveness, overall they're pretty conservative; very seldom will they bankrupt themselves. Human players, on the other hand, are always trying to walk that fine line between maximizing their building potential and going bankrupt. As a result, you'll see a lot of bankruptcy as players try to squeeze that last shop onto a block or spend that extra few hundred dollars in an auction—only to fail their solvency check at midnight.



CH 8: Multiplayer

SINGLE-PLAYER TACTICS THAT WON'T WORK IN MULTIPLAYER

Because of the differences between single- and multiplayer in the *Monopoly Tycoon* game, there are certain strategies detailed in the last few chapters that don't work well at all in multiplayer.



EASY MONOPOLIES



DON'T EXPECT MONOPOLIES TO COME EASILY!

Monopolies are very powerful tools. Once you have a monopoly, you can buy out opponents' businesses for less than the actual business value. This results in an instant profit and increased earning potential for the player with the monopoly and an instant loss for the player whose stores are being bought out.

Also, the first player with a monopoly can often corner the hotel market—at least, until another player manages to get a monopoly and build his or her own hotels.

As a result of this, human players will do everything in their power to prevent you from getting a monopoly. They will bid aggressively at auctions, even if they have no interest whatsoever in the property at hand—because they know what will happen if you're allowed to have it.

We're not suggesting that you don't even try for monopolies. On the contrary—you should always try to get them. At the very least, you should make your opponents fear the possibility of your monopoly and thereby force them to worry about you as the game progresses. We're just saying that you shouldn't base your entire strategy around obtaining monopolies, because you can't always get them.

BUYING OPPONENTS' BUSINESSES

Another strategy that we frequently recommend in the single-player game is to buy out opponents' businesses. Usually, we recommend that you get a monopoly first, since this greatly reduces the cost of buying the businesses.

This technique is, again, seldom useful in multiplayer, mainly because your opponents won't concede a monopoly to you very easily. If you do manage to get a monopoly, then by all means buy out all opponent-owned businesses in the area. Just don't expect the opportunity to arise very often.

Buying opponent-owned businesses on blocks where you *don't* have a monopoly is a serious error in a multiplayer game. When you do this, you're overpaying your competitor and receiving poor value in return. Instead of hurting your opponent, you're helping him—and you're weakening your own position at the same time.

RAILROAD STRATEGIES



RAILROADS ARE OF LESS IMPORTANCE IN MULTIPLAYER GAMES THAN IN SINGLE-PLAYER SCENARIOS.

Most of our single-player strategies begin with the swift acquisition of all four railroads. Once again, the problem here is that human players simply won't concede the railroads (or anything else) without a fight.

You may eventually be able to get a railroad monopoly—but if you go after the railroads early in the game, everyone will see what you're trying to do.

Furthermore, it's important to know that the railroads aren't as big of a prize in multiplayer games as they are in single-

player scenarios. This is because your opponents will construct so many businesses that the fixed income from the railroads becomes paltry by comparison.

STRATEGIES GEARED FOR MULTIPLAYER

Now that you've learned what *doesn't* work in the multiplayer game, you're probably wondering what *does* work. Every game is different, and every set of opponents requires slightly different strategies—but the following suggestions will give you a good head start in the multiplayer scenarios of the *Monopoly Tycoon* game.

GRAB THE UTILITIES!

IN A DENSELY POPULATED CITY, UTILITIES ARE ALL-POWERFUL.

Utilities play a giant role in multiplayer games. The reason? Multiplayer games feature a great deal of construction. You may have noticed that single-player games don't tend to fill up the blocks very quickly; this is definitely not the case in multiplayer.

When you have several human players in the game, all building furiously from the very start, you'll find that the city becomes densely populated in a hurry. Since the utilities' income is directly related to the number of buildings in the city, you can imagine why utilities are such powerful weapons.



CH 8: Multiplayer



Tip

YOU'D EXPECT RAILROADS TO BE JUST AS POWERFUL AS UTILITIES IN A DENSELY POPULATED CITY, BUT THAT'S NOT THE CASE. AS MORE AND MORE APARTMENTS ARE BUILT INSIDE THE CITY, PEOPLE MOVE INTO THEM AND THE NUMBER OF COMMUTERS DIMINISHES. THUS, THE RAILROADS DON'T COMMAND NEARLY AS MUCH POWER AS UTILITIES IN MULTIPLAYER GAMES.



A player who owns utilities not only collects income from other players, but also doesn't have to pay utility bills on his or her own shops. It's a great situation so, naturally, everyone will want a piece of the action.

SNEAK IN A UTILITY

AUCTION

Since your opponents won't easily concede the utilities, one tactic is to wait until your opponents are

financially drained from other projects, and *then* start a utility auction. One way to do this is to send several other, less-important properties (say, the railroads) to auction first. This will make your opponents think you want the properties, so they'll try to bid you up. Bid along, and then drop out, leaving them with an expensive purchase.

Then, when your opponents have claimed a number of other properties and are light on cash, make your move.

PREVENT THE EARLY GRAB

While it's entirely possible to win the game without owning any utilities, it's still important that you don't allow your opponents to take them, either—at least, not cheaply. If an auction comes up and you let your opponent buy a utility for \$2,000 or \$3,000—shame on you! Bid it up. Never let the utilities go cheaply.

This is *particularly* important in the game's early stages, when the other player stands to make a great deal of profit from the utilities over a long period of time. If the game is nearing the end, however, you might want to concede the utilities depending on the victory condition and exactly how much time is left.

PREVENT OPPONENT MONOPOLIES



YOU NEED TO GO TO WAR IN THE AUCTION HOUSE, OR ELSE YOUR OPPONENTS WILL GET EXCELLENT DEALS.

We've already discussed the difficulty of getting your own monopolies because the other players make it hard to do so. The corollary to this rule is that you must make it hard for your opponents to get monopolies too!

In practice, this means bidding up any properties that the opponent is intent on grabbing. This is particularly crucial if your opponent already has all the other properties in a color set and just needs one more to complete a monopoly.

Of course, there's a fine line between bidding up the opponent and getting stuck with an expensive, unwanted property yourself. The proper amount to bid up a potential monopoly property varies from game to game and depends a lot on the psychology of your opponents. If you know that the other player is reckless and forceful, you can probably bid him or her up quite high. If the other player is cautious, be careful or you might get stuck holding a property that doesn't fit into your plans.

BID THEM UP!

It's not an exaggeration to say that multiplayer in the *Monopoly Tycoon* game is won or lost at the auction house. Since every player starts out on equal footing with equal opportunities to develop areas and build businesses, the winner is typically the player who leases the right properties for the right price. Players who overspend and bankrupt themselves, or who play it too safe and never acquire any valuable properties are destined for failure.

Here are a few tips on getting the most from auctions.

LEARN YOUR OPPONENTS

Auctions in the *Monopoly Tycoon* game are like a poker game. There's lots of betting and a lot of bluffing, and it always helps to know something about the people you're playing against.

Most players exhibit auction tendencies that you can pick up on and use to your advantage. For example, some players make no real effort to hide their intentions; they bid aggressively on properties they want and drop out early from auctions that don't interest them. These players are easy to deal with, because you can bid them up when they obviously want something, and you can easily take properties away from them if they don't have much of a personal interest.

Other players delight in ruining their opponents' plans. These players will bid up just about any auction, especially if they think that another player really wants the property. The next two sections offer suggestions on how to deal with these players.

FEIGN INTEREST



EVEN IF YOU HAVE NO INTEREST IN A PARTICULAR AUCTION, IT'S OFTEN WISE TO BID A LITTLE.

An important tool in the *Monopoly Tycoon* game auctions is your ability to pretend that you're interested in a property. The simple act of sending a property to auction suggests that you want that property; therefore, make a habit of sending useless properties that aren't in your plans to auction just to see if your opponents will bite on them. Allow them to bid you up and then drop out, leaving them holding the bag.

You can use these tactics very effectively at the beginning of the game when you haven't really established your empire yet. At this point, you could build just about anywhere—so

if you happen to win the property you sent to auction, it actually isn't all that bad. Just start building there, and turn your victory into something worthwhile.

CH 8: Multiplayer

BE ACTIVE

You can keep your opponents on their toes and give them a hard time by sending their properties to auction at inconvenient times. For example, let's say that Shoe has a large development on Baltic Avenue, and he's also in debt. If you really want to make him sweat, put Baltic Avenue up for auction.

Now Shoe is in a bind. He desperately wants to win the lease for Baltic Avenue since that would mean he needn't pay any rent on all those businesses. Furthermore, he desperately wants his opponents to *not* win the lease, because then he's not only still paying rent but paying rent to an opponent! However, he's low on cash so he has to be careful what he spends.

TARGET ANY BLOCKS THAT YOUR OPPONENTS HAVE BUILT UP, AND SEND THEM TO AUCTION.

This is a good situation for you. Bid the property up fairly high; that way, if you win it, you'll collect lots of rent from Shoe and make up the money very quickly. If Shoe wins, he'll have paid such a high price that he'll sink even deeper into debt, and he will probably be forced to stop building until his finances are repaired.



Tip

AUCTIONING BLOCKS THAT YOUR OPPONENTS WANT HAS ANOTHER GREAT ADVANTAGE: IF YOU START THE AUCTIONS FIRST, YOUR OPPONENTS WILL HAVE TO WAIT A WHILE BEFORE PUTTING YOUR DESIRED BLOCKS UP FOR AUCTION!

DON'T GET PERSONAL!

It's easy to get mad in an auction, especially when it seems like another player is picking on you by driving up your desired blocks' prices. The best remedy for this is to let that player take the desired blocks at an extremely high price. If this happens frequently enough, that player will end up in bad financial shape.

The worst thing you can do is get into a personal vendetta with another player and bid up the auctions that he or she wants past the point of reason. You'll usually end up spending lots of money on unwanted properties this way and possibly even send yourself straight to bankruptcy.

BUILD EXTRA APARTMENTS

In the single-player game, you often don't have to build apartments. Instead, you can simply build stores near existing apartments.

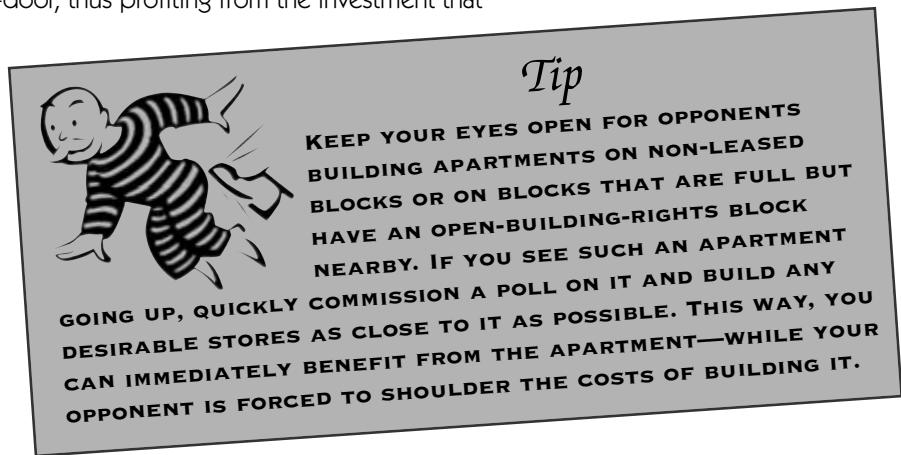
EXTRA APARTMENTS CAN PUMP NEW LIFELOOD INTO YOUR SHOPPING CENTERS.



This works well in multiplayer games, but you should also consider the possibility of building your own apartments. This is particularly key when you've built a huge, high-density shopping area that isn't consistently selling out its entire inventory. In this case, you may want to drop another apartment next door, thus adding a large customer base that will help your stores sell out.

Building apartments is not very profitable in and of itself, so you'll want to avoid it during the very earliest stages of the game (when you don't have much money). Later on, however, an extra apartment can mean the difference between a ho-hum shopping center and a wildly successful one.

Try to only build apartments on blocks that you have leased. This way, your opponents can't jump in and build stores right next-door, thus profiting from the investment that you made in the apartment.



BUILD CLOSE TO APARTMENTS



BUILD STORES AS CLOSE TO APARTMENTS AS IS PHYSICALLY POSSIBLE.

Location, location, location! Shoppers like to shop nearby—next door, if possible. Build your shops as close to apartments as you can.

If you're building a shopping center that draws business from a nearby apartment but there's room to build stores even *closer* to that apartment, look out! An opponent who wants to damage your finances can build the exact same stores that you built, only closer to the apartment—and thereby take away your business. You can sometimes restore some of your business by undercutting the opponent's prices (especially on less-prestigious blocks), but getting into

a vicious price war usually benefits neither party in the end.

The bottom line is to build as close to apartments as you can. Otherwise, it's easy for opponents to steal your business.

CH 8: Multiplayer



TEAM UP

Let's say that Racecar and Wheelbarrow each have enough money to fill up about half a block with stores. They've picked out a block that both would like to develop. Meanwhile, Horse, who is winning, has a small shopping center nearby that encompasses about half a block as well.

If Racecar and Shoe both build stores on the same block, being careful not to duplicate each other's stores, they'll eventually create a shopping center that's bigger, better, and offers more selection than Horse's. The customers will abandon Horse and flock to Racecar and Shoe's shopping center. Both of them will profit, and Horse will suffer a setback.

Teaming up like this can allow the losing players to quickly make up ground on a winning opponent.

USE CHANCE CARDS AT APPROPRIATE TIMES

WHEN YOU OR YOUR OPPONENT IS
HOVERING NEAR DEBT, CHANCE
CARDS ARE A POWERFUL TOOL.



Chance Cards are, by and large, not terribly powerful. Usually, they involve winning or losing very minor amounts of money. However, as mentioned in earlier chapters, small amounts of money can make all the difference.

PULL YOURSELF OUT OF DEBT

If you're slightly in debt and the midnight solvency check is approaching, use a Chance Card. It may give you enough money to get out of debt and avoid a 24-hour warning. This makes a huge difference, because you have much more room to wheel and deal if you aren't under the threat of a 24-hour warning.

PLACE OPPONENTS IN DEBT

If an opponent is very close to being in debt as midnight approaches, use a Chance Card. If it's a card that allows you to take money from an opponent, you might be able to force that opponent into debt and either cause a 24-hour warning or bankruptcy!

MAKE A PLAY AT THE END

If the end of the game seems imminent and you're probably going to lose by just a little, then by all means use a Chance Card. It might help just enough to help you win.

BE CONSERVATIVE!



KEEP YOURSELF OUT OF EXTREME FINANCIAL HARDSHIP; IT'S ALL TOO EASY TO GO BANKRUPT IN THE HEAT OF COMPETITION.

The key to success in multiplayer the *Monopoly Tycoon* game is to walk a fine line between bankruptcy and success. On the one hand, if you build and buy too quickly, you'll bankrupt yourself. On the other hand, if you never go into debt, you'll build and buy far less than players who are willing to go in and out of debt in order to get more projects completed.

Learning just how far into debt you can go is a fine art, but remember that the consequences of bankruptcy are far more immediate than those of playing it too safe. Bankruptcy means an instant end to your game and zero chance of

winning. Being overly conservative has its own risks but at least you'll stay in the game. If there are more than two players, this often means that you can still place well (though usually not first). And in a best-case scenario, your opponents will bankrupt themselves, leaving you the winner by default.

As you continue to play, you'll get a better sense of how far into debt you can safely go, and you'll be able to take more chances with a higher probability of success.

ADJUST STRATEGIES TO NUMBER OF PLAYERS AND TIME REMAINING

Our final advice is to always pay attention to both the number of players in the game and the amount of time remaining. Both of these factors should be used as a gauge of how much to pick on individual players and how much to simply mind your own business.

WHEN TO ATTACK

In a game with very few players you can be very aggressive. The extreme example is a game with only two players; in such a game, everything you do to hurt your opponent's finances will pay off in a big way. Play negative Chance Cards; buy out the opponent's businesses; lease important properties to interfere with his or her plans.

In a nutshell, then, disrupting your opponent's plans in a two-player game is just as rewarding as minding your own business empire.

However, as more and more players are added to the game, aggressive strategies become less useful. Spending time and money to disrupt one opponent is very well and good, but what about the other opponents—the ones you aren't disrupting? They're busy expanding their empires while you're busy fighting a private war with your neighbor. In this case, you're liable to be left in the dust.

The rule, therefore, is that the more players are in any given game, the less valuable it is to target a single player and try to knock him or her down.

The exception to this rule comes if the game draws near a close and you are one of the two leading players with no other players seriously challenging. In this case, you can and should try to attack your opponent, because he or she is your only real competition for the win.

CH 8: Multiplayer

WHEN TO SIT BACK

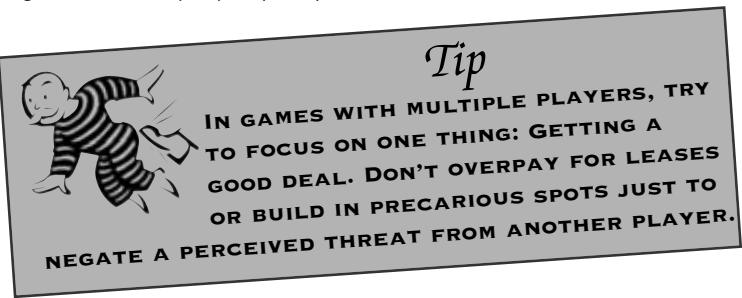
As mentioned above, the more players that are in the game, the more incentive for you to disregard what your opponents are doing and just concentrate on your own businesses. You should still bid up opponents' auctions a reasonable amount just to prevent any one player from getting too far ahead, but you shouldn't stick your neck out.

A GAME WITH MANY PLAYERS REQUIRES A DEFENSIVE STRATEGY.

Sometimes, the more players are in a game, the more there's a tendency to be passive and allow opponents to lease properties cheaply. Nobody wants anyone else to get their properties cheaply, but they also don't want to risk bidding too high and getting stuck with a property they don't want.

Therefore, players drop out of auctions and hope that the other players will take responsibility for bidding up properties.

If this happens in one of your games, you need to take advantage of it by sending properties you really want to auction. Then, after you have what you want, try to be a little more aggressive when bidding on other players' properties.



THE BOTTOM LINE

The bottom line on multiplayer games is that they're there's a delicate juggling act. As you play more and gain more experience, you'll get a better and better sense of just how closely you can approach bankruptcy without going overboard. If you play with the same group of people on a regular basis, you'll also learn about your opponents' financial habits and bidding tendencies. Continue to watch and learn, and turn your newfound knowledge to your advantage.

The *Monopoly Tycoon* game is a very open game—meaning that you can see very clearly what your opponents are doing. Their businesses are right there on the City View for anyone to inspect; their auction bids are out in the open; and you can inspect the prices of their commodities by just clicking on their businesses. Therefore, if one player in particular is consistently beating you, it's not that hard to find out what he or she is doing. The next time you play, don't worry so much about winning; instead, just watch that player and learn. Copying a successful player isn't cheating; in fact, copying is almost always the first step toward improvement. After all, great artists don't just sit down and paint masterpieces right from the start; they spend years studying the work of master painters, copying their style and techniques until they finally become proficient enough to develop their own personal style. Games are no different—so keep watching and don't be afraid to copy success. You're virtually guaranteed to become a better player!



A BRIEF HISTORY OF THE MONOPOLY® BOARD GAME

The *Monopoly Tycoon* game is the digital descendant of the best-selling board game in the world. The *Monopoly®* board game has sold millions of copies in 80 countries and 26 languages, and countless “theme” *Monopoly®* board game sets have been released, including sets based on *Star Wars* and *The Simpsons*.

We thought that in addition to the usual quick-reference chapters, we’d present a brief history of the board game. It might interest you to learn something of the long—and sometimes strange—history of the *Monopoly®* board game.

THE BEGINNING

In 1933, Charles B. Darrow of Germantown, Pennsylvania began the process of trying to sell a game of his own invention. It was the height of the Great Depression when many Americans were jobless—including Darrow himself—and the game reflected the mood of the cash-starved nation. It was called *Monopoly®*, and it cast each player in the role of a wealthy real estate developer. The goal was simple: To amass a greater fortune than the other players.

The theme of the *Monopoly®* board game could not have been better for its day. For Americans living in the shadow of a bleak economy, what could be better than to escape—even for an hour or two—into a world of prestige and high finance?

In 1934, Mr. Darrow introduced the game to executives at Parker Brothers. The game was rejected out of hand; the executives cited a total of 52 design errors as the reason for the rejection.

Many would have given up at this point, but Mr. Darrow persisted. He collaborated with a printer and produced 5,000 handmade sets of the game. These were sold to a Philadelphia department store. The game sold quickly and was a complete success, but with limited production capability it was virtually impossible for Darrow to keep up with demand. As a result, Mr. Darrow returned to Parker Brothers and made them another offer.

Not surprisingly, since the game was now a known (and successful) quantity, Parker Brothers accepted and shortly thereafter began to produce the game.

EARLY PRODUCTION

The first year of the Parker Brothers-published *Monopoly®* board game was a great success; in fact, it became the best-selling game in America.



CH 9: A Brief History

The early game was not identical to the modern one. For example, instead of the classic die-cast metal tokens, players were initially represented by small wooden pawns.

In 1937, no doubt wishing to add a distinctive style to the game, Parker Brothers began to ship the game with the die-cast tokens (the racecar, the battleship, the horse, and so forth) that are today associated with the game. The production of these metal tokens was briefly interrupted between 1943 and 1947, as wartime metal shortages forced Parker Brothers to temporarily go back to wooden pawns. But with the end of the war, the metal tokens returned.



MODERN HISTORY

Today, an estimated 500 million people have played the *Monopoly*® board game. Some of its most well-known features, such as the tokens and the Railroad, Community Chest, Chance, and Title Deed designs, as well as Boardwalk and all four game board corners are trademarked. They certainly should be; many of the game's parts have become iconic and are well-recognized elements of American culture.

A number of novelty *Monopoly*® board game sets have been made over the years. Most famous include a Neiman Marcus all-chocolate set that retailed for \$600, and an Alfred Dunhill set with gold houses and silver hotels, which sold for \$25,000.

The *Monopoly*® board game continues to evolve, and its popularity shows no signs of waning. In 1983 the game's 50th anniversary was celebrated; in 1999, fans of the game voted for a new die-cast token: a sackful of money.

In addition to the game itself, a deluge of the *Monopoly*® board game themed products and game variants, such as the computer game this book is written about are constantly appearing—and are consistently well received.

Who knows what the future holds for the *Monopoly*® board game? The only thing that seems certain is that the game's popularity will continue.



STORE DATA

The following tables provide important store data that you may wish to refer to as you play the game. Most of these tables also appear in Chapter 2; for your convenience, we've also included them here.

RECOMMENDED BUILDING QUALITY

BLOCK PRESTIGE	RECOMMENDED BUILDING QUALITY
----------------	---------------------------------

★	LOW
★★	LOW
★★★	MEDIUM
★★★★	MEDIUM
★★★★★	HIGH

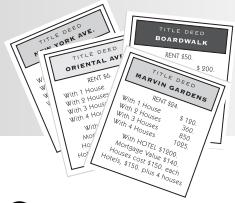


RETAIL STORES AVAILABLE STARTING 1930

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
BAKERY	4	DAYTIME	BREAD	ELEC: 50¢ / TELECOMS: 50¢ / GAS: \$2 / WATER: \$1
BOOK STORE	3	DAYTIME	BOOKS	ELEC: \$1 / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢
BUTCHER SHOP	3	DAYTIME	MEAT	ELEC: 50¢ / TELECOMS: 50¢ / GAS: \$2 / WATER: \$1
CAFÉ	3	DAYTIME	SNACKS	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$3 / WATER: \$2
CLOTHES STORE	3	DAYTIME	CLOTHING	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
DAIRY STORE	4	DAYTIME	DAIRY PRODUCE	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
DINER	3	DAYTIME	SNACKS	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$3 / WATER: \$2
DOCTOR'S OFFICE	3	DAYTIME	HEALTHCARE	ELEC: 50¢ / TELECOMS: \$2 / GAS: 50¢ / WATER: \$1



CH 10: Store Data



STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
ELECTRICAL STORE	3	DAYTIME	ELECTRICAL GOODS	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
FISH MARKET	4	DAYTIME	FISH	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$2
FURNITURE STORE	2	DAYTIME	FURNITURE	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
GROCERY STORE	4	DAYTIME	FRUIT/ VEGETABLES	ELEC: 50¢ / TELECOMS: 50¢ / GAS: \$1 / WATER: \$1
HARDWARE STORE	3	DAYTIME	TOOLS/ HARDWARE	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
JEWELRY STORE	1.5	DAYTIME	JEWELRY	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
NEWS STAND	8	DAYTIME	NEWSPAPERS/ MAGAZINES	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
SOUVENIR SHOP	5	DAYTIME	SOUVENIRS	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
TOY SHOP	3	DAYTIME	TOYS	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
BALLROOM	3	NIGHTTIME	DANCING	ELEC: \$2 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
BAR	4	NIGHTTIME	DRINKS	ELEC: \$1 / TELECOMS: \$1 / GAS: 50¢ / WATER: \$1
CINEMA	1.5	NIGHTTIME	MOVIES	ELEC: \$2 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢
RESTAURANT	2.5	NIGHTTIME	MEALS	ELEC: 50¢ / TELECOMS: \$2 / GAS: \$3 / WATER: \$2
THEATER	2	NIGHTTIME	PERFORMANCE	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢



RETAIL STORES AVAILABLE STARTING 1940

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
ANTIQUE STORE	3	DAYTIME	ANTIQUES	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢
ICE CREAM PARLOR	4	DAYTIME	ICE CREAM	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
NIGHT CLUB	2	NIGHTTIME	DANCING /DRINKS	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
POOL HALL	3	NIGHTTIME	GAMING	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢

RETAIL STORES AVAILABLE STARTING 1950

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
SPORTS STORE	3	DAYTIME	RECREATIONAL GOODS	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
MUSIC STORE	3	DAYTIME	MUSIC TAPES	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
DELICATESSEN	3	DAYTIME	MEAT/FISH/DAIRY/ PRODUCE	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
FAST FOOD OUTLET	5	NIGHTTIME	FAST FOOD	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: \$2

RETAIL STORES AVAILABLE STARTING 1960

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
TRAVEL AGENCY	2	DAYTIME	VACATIONS	ELEC: 50¢ / TELECOMS: \$3 / GAS: 50¢ / WATER: 50¢
GENERAL STORE	4	DAYTIME	FRUIT/ VEGETABLES/ DAIRY/PRODUCE/ NEWSPAPERS/ MAGAZINES/BREAD	ELEC: \$1 / TELECOMS: 50¢ / GAS: \$1 / WATER: 50¢



CH 10: Store Data



STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
PHARMACY	3	DAYTIME	HEALTHCARE	ELEC: 50¢ / TELECOMS: 50¢ / GAS: 50¢ / WATER: \$1
BOWLING ALLEY	3	NIGHTTIME	GAMING/ FAST FOOD	ELEC: \$1 / TELECOMS: \$1 / GAS: / \$1 WATER: 50¢

RETAIL STORES AVAILABLE STARTING 1970

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
DEPARTMENT STORE	1.5	DAYTIME	CLOTHING/ BOOKS/JEWELRY/ ELECTRICAL GOODS/ FURNITURE/TOYS	ELEC: 50¢ / TELECOMS: \$2 / GAS: \$1 / WATER: 50¢
HEALTH CLUB	2	DAYTIME	HEALTHCARE/ RECREATIONAL GOODS	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: \$1
AMUSEMENT ARCADE	8	NIGHTTIME	GAMING	ELEC: \$2 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢
VIDEO STORE	3	NIGHTTIME	VIDEOS	ELEC: 50¢ / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢

RETAIL STORES AVAILABLE STARTING 1980

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
COMPUTER STORE	3	DAYTIME	COMPUTERS	ELEC: \$1 / TELECOMS: \$1 / GAS: 50¢ / WATER: 50¢
PHONE SHOP	3	DAYTIME	PHONES	ELEC: 50¢ / TELECOMS: \$3 / GAS: 50¢ / WATER: 50¢
SUPERMARKET	4	DAYTIME	MEAT/FISH/FRUIT/ VEGETABLES/ DAIRY/PRODUCE/ BREAD/CLOTHING	ELEC: 50¢ / TELECOMS: \$1 / GAS: \$1 / WATER: 50¢

STORE	STOCK CAPACITY (PER UNIT)	DAYTIME/ NIGHTTIME	SUPPLIES	UTILITY COST (PER UNIT)
ELECTRONIC SUPERSTORE	2	DAYTIME	VIDEOS/MUSIC TAPES/ELEC. GOODS/TOYS	ELEC: \$1 / TELECOMS: 50¢ / GAS: 50¢ / WATER: 50¢

COMMODITIES

COMMODITY	COST (PER UNIT)	DEFAULT SALE PRICE (PER UNIT)	WHERE AVAILABLE
ANTIQUES	\$11	\$55	ANTIQUE STORE
APARTMENT RENT	N/A	\$18	APARTMENT BUILDING
BOOKS	\$2	\$10	BOOK STORE, DEPARTMENT STORE
BREAD	75¢	\$4	BAKERY, GENERAL STORE, SUPERMARKET
CELL PHONES	\$4	\$40	PHONE SHOP
CLOTHING	\$5	\$30	CLOTHES STORE, DEPARTMENT STORE, SUPERMARKET
COMPUTERS	\$20	\$800	COMPUTER STORE
DAIRY	60¢	\$4.50	DAIRY STORE, DELICATESSEN, GENERAL STORE, SUPERMARKET
DANCING	\$1.50	\$17.50	BALLROOM, NIGHT CLUB
DRINKS	50¢	\$6	BAR, NIGHT CLUB
ELECTRICAL GOODS	\$10	\$34	ELECTRICAL STORE, DEPARTMENT STORE, ELECTRONIC SUPERSTORE
FAST FOOD	75¢	\$8	FAST FOOD OUTLET, BOWLING ALLEY
FISH	60¢	\$4.50	FISH MARKET, DELICATESSEN, SUPERMARKET
FRUIT AND VEGETABLES	65¢	\$3.80	GROCERY STORE, GENERAL STORE, SUPERMARKET
FURNITURE	\$15	\$60	FURNITURE STORE, DEPARTMENT STORE
GAMING	75¢	\$9.80	POOL HALL, BOWLING ALLEY, AMUSEMENT ARCADE
HEALTH CARE	\$2	\$15	DOCTOR'S OFFICE, PHARMACY, HEALTH CLUB



CH 10: Store Data



COMMODITY	COST (PER UNIT)	DEFAULT SALE PRICE (PER UNIT)	WHERE AVAILABLE
ICE CREAM	10¢	\$3	ICE CREAM PARLOR
JEWELRY	\$15	\$50	JEWELRY STORE, DEPARTMENT STORE
MEALS	\$3	\$15	RESTAURANT
MEAT	50¢	\$5	BUTCHER SHOP, DELICATESSEN, SUPERMARKET
MOVIES	\$1	\$11	CINEMA
MUSIC DISCS	\$3	\$12	MUSIC STORE, ELECTRONIC SUPERSTORE
NEWSPAPERS	50¢	\$2.50	NEWS STAND, GENERAL STORE
PERFORMANCE	\$1	\$17	THEATER
RECREATIONAL	\$8	\$40	SPORTS STORE, HEALTH CLUB
SNACKS	\$2.50	\$9	CAFÉ, DINER
SOUVENIRS	\$3	\$12	SOUVENIR SHOP
STAY OVER	\$1	\$25	HOTEL
TOOLS AND HARDWARE	\$6	\$16.10	HARDWARE STORE, ELECTRONIC SUPERSTORE
TOYS	\$5	\$18	TOY SHOP, DEPARTMENT STORE, ELECTRONIC SUPERSTORE
VACATIONS	\$20	\$100	TRAVEL AGENT
VIDEOS	\$4	\$14	VIDEO STORE

STORES BY ELECTRICITY CONSUMPTION

STORE	ELECTRICITY COST (PER UNIT)	STORE	ELECTRICITY COST (PER UNIT)
BAKERY	50¢	JEWELRY STORE	50¢
BUTCHER SHOP	50¢	MUSIC STORE	50¢
ANTIQUE STORE	50¢	NEWS STAND	50¢
DEPARTMENT STORE	50¢	PHARMACY	50¢
DOCTOR'S OFFICE	50¢	PHONE SHOP	50¢
GROCERY STORE	50¢	POOL HALL	50¢
HARDWARE STORE	50¢	RESTAURANT	50¢
HEALTH CLUB	50¢	SOUVENIR SHOP	50¢

STORE	ELECTRICITY COST (PER UNIT)	STORE	ELECTRICITY COST (PER UNIT)
SPORTS STORE	50¢	DELICATESSEN	\$1
SUPERMARKET	50¢	DINER	\$1
THEATER	50¢	ELECTRICAL STORE	\$1
TOY SHOP	50¢	ELECTRONIC SUPERSTORE	\$1
TRAVEL AGENCY	50¢	FAST FOOD OUTLET	\$1
VIDEO STORE	50¢	FISH MARKET	\$1
BOOK STORE	\$1	FURNITURE STORE	\$1
BAR	\$1	GENERAL STORE	\$1
BOWLING ALLEY	\$1	ICE CREAM PARLOR	\$1
CAFÉ	\$1	NIGHT CLUB	\$1
CLOTHES STORE	\$1	AMUSEMENT ARCADE	\$2
COMPUTER STORE	\$1	BALLROOM	\$2
DAIRY STORE	\$1	CINEMA	\$2

STORES BY GAS CONSUMPTION

STORE	GAS COST (PER UNIT)	STORE	GAS COST (PER UNIT)
AMUSEMENT ARCADE	50¢	NIGHT CLUB	50¢
ANTIQUE STORE	50¢	PHARMACY	50¢
BAR	50¢	PHONE SHOP	50¢
BOOK STORE	50¢	POOL HALL	50¢
COMPUTER STORE	50¢	SOUVENIR SHOP	50¢
DAIRY STORE	50¢	SPORTS STORE	50¢
DELICATESSEN	50¢	TOY SHOP	50¢
DOCTOR'S OFFICE	50¢	THEATER	50¢
ELECTRICAL STORE	50¢	TRAVEL AGENCY	50¢
ELECTRONIC SUPERSTORE	50¢	VIDEO STORE	50¢
FISH MARKET	50¢	BALLROOM	\$1
HARDWARE STORE	50¢	BOWLING ALLEY	\$1
HEALTH CLUB	50¢	CINEMA	\$1
ICE CREAM PARLOR	50¢	CLOTHES STORE	\$1
JEWELRY STORE	50¢	DEPARTMENT STORE	\$1
MUSIC STORE	50¢	FAST FOOD OUTLET	\$1
NEWS STAND	50¢	FURNITURE STORE	\$1

CH 10: Store Data



STORE	GAS COST (PER UNIT)	STORE	GAS COST (PER UNIT)
GENERAL STORE	\$1	BUTCHER SHOP	\$2
GROCERY STORE	\$1	CAFÉ	\$3
SUPERMARKET	\$1	DINER	\$3
BAKERY	\$2	RESTAURANT	\$3

STORES BY WATER CONSUMPTION

STORE	WATER Cost (PER UNIT)	STORE	WATER Cost (PER UNIT)
AMUSEMENT ARCADE	50¢	SPORTS STORE	50¢
ANTIQUE STORE	50¢	SUPERMARKET	50¢
BALLROOM	50¢	THEATER	50¢
BOOK STORE	50¢	TOY SHOP	50¢
BOWLING ALLEY	50¢	TRAVEL AGENCY	50¢
CINEMA	50¢	VIDEO STORE	50¢
CLOTHES STORE	50¢	BAKERY	\$1
COMPUTER STORE	50¢	BAR	\$1
DEPARTMENT STORE	50¢	BUTCHER SHOP	\$1
ELECTRICAL STORE	50¢	DAIRY STORE	\$1
ELECTRONIC SUPERSTORE	50¢	DELICATESSEN	\$1
FURNITURE STORE	50¢	DOCTOR'S OFFICE	\$1
GENERAL STORE	50¢	GROCERY STORE	\$1
HARDWARE STORE	50¢	HEALTH CLUB	\$1
JEWELRY STORE	50¢	ICE CREAM PARLOR	\$1
MUSIC STORE	50¢	PHARMACY	\$1
NEWS STAND	50¢	CAFÉ	\$2
NIGHT CLUB	50¢	DINER	\$2
PHONE SHOP	50¢	FAST FOOD OUTLET	\$2
POOL HALL	50¢	FISH MARKET	\$2
SOUVENIR SHOP	50¢	RESTAURANT	\$2

STORES BY TELECOM CONSUMPTION

STORE	TELECOM COST (PER UNIT)	STORE	TELECOM COST (PER UNIT)
AMUSEMENT ARCADE	50¢	NEWS STAND	50¢
BAKERY	50¢	NIGHT CLUB	50¢
BALLROOM	50¢	PHARMACY	50¢
BUTCHER SHOP	50¢	POOL HALL	50¢
CAFÉ	50¢	SOUVENIR SHOP	50¢
CINEMA	50¢	SPORTS STORE	50¢
CLOTHES STORE	50¢	TOY SHOP	50¢
DAIRY STORE	50¢	ANTIQUE STORE	\$1
DELICATESSEN	50¢	BAR	\$1
DINER	50¢	BOOK STORE	\$1
ELECTRICAL STORE	50¢	BOWLING ALLEY	\$1
ELECTRONIC SUPERSTORE	50¢	COMPUTER STORE	\$1
FAST FOOD OUTLET	50¢	HEALTH CLUB	\$1
FISH MARKET	50¢	SUPERMARKET	\$1
FURNITURE STORE	50¢	THEATER	\$1
GENERAL STORE	50¢	VIDEO STORE	\$1
GROCERY STORE	50¢	DEPARTMENT STORE	\$2
HARDWARE STORE	50¢	DOCTOR'S OFFICE	\$2
ICE CREAM PARLOR	50¢	RESTAURANT	\$2
JEWELRY STORE	50¢	PHONE SHOP	\$3
MUSIC STORE	50¢	TRAVEL AGENCY	\$3

